UDON

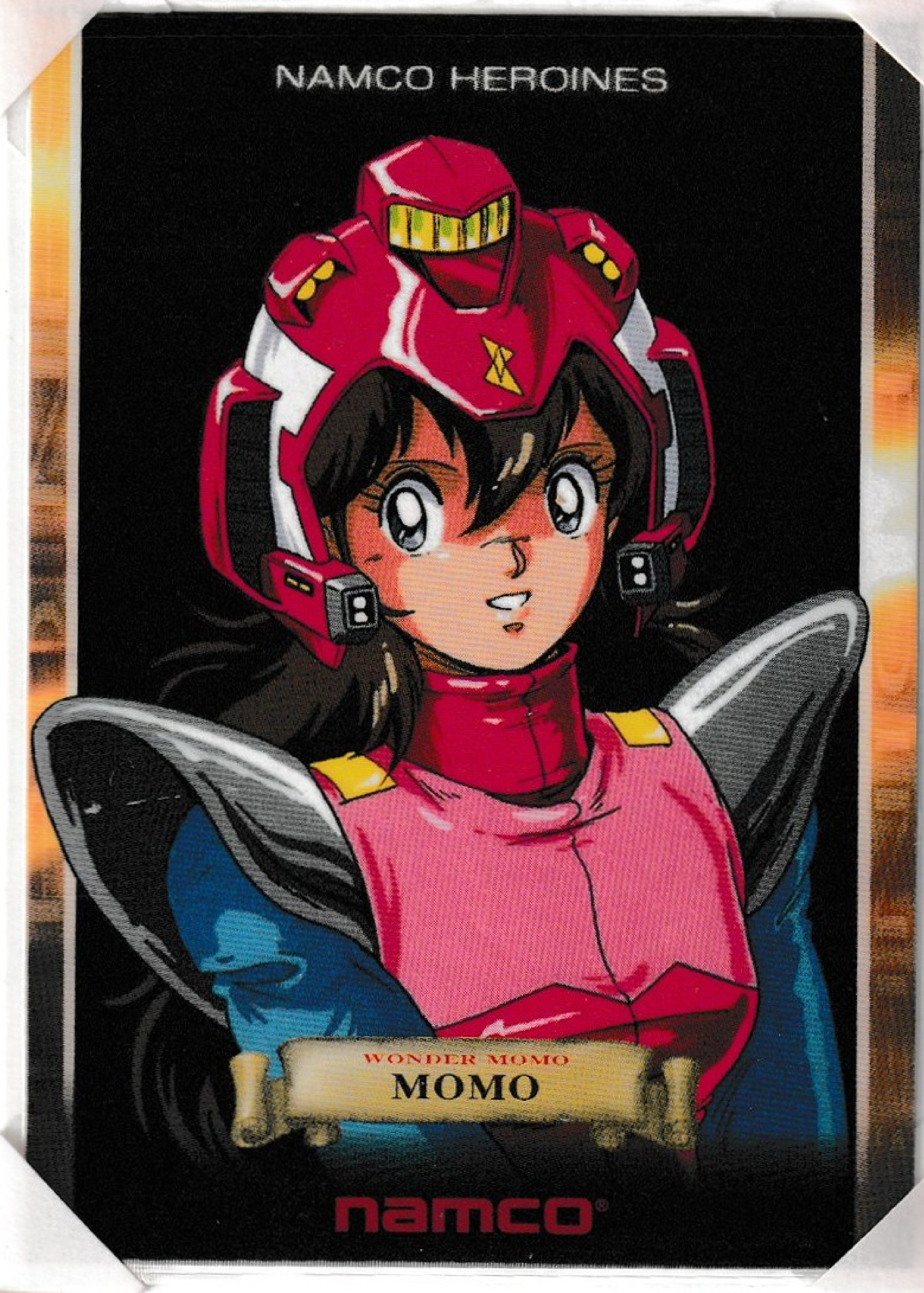
SHIFTY LOOK

VOLUME 1

Wonder Momo™

BATTLE IDOL

ERIK KO • JIM ZUB • OMAR DOGAN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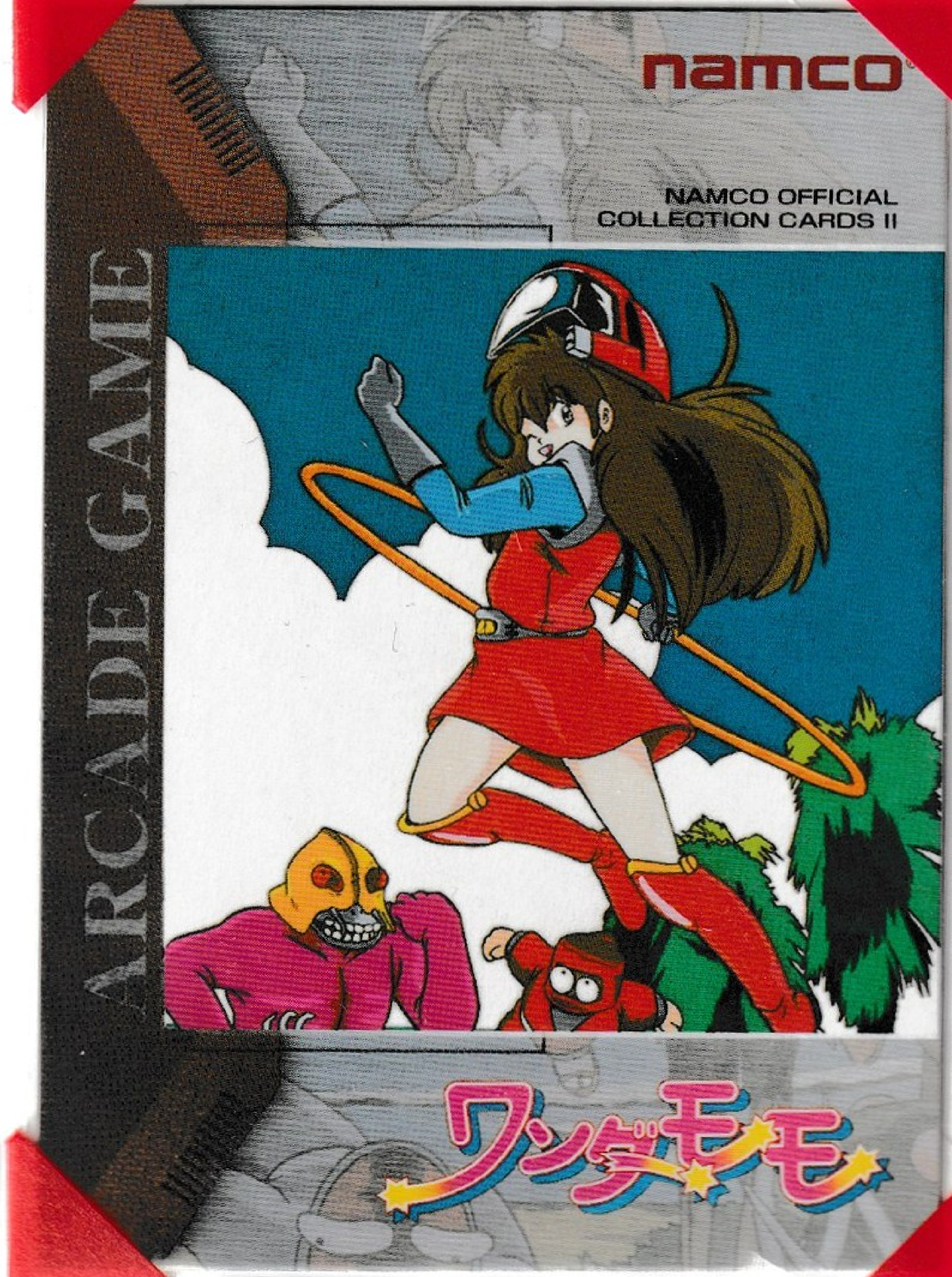
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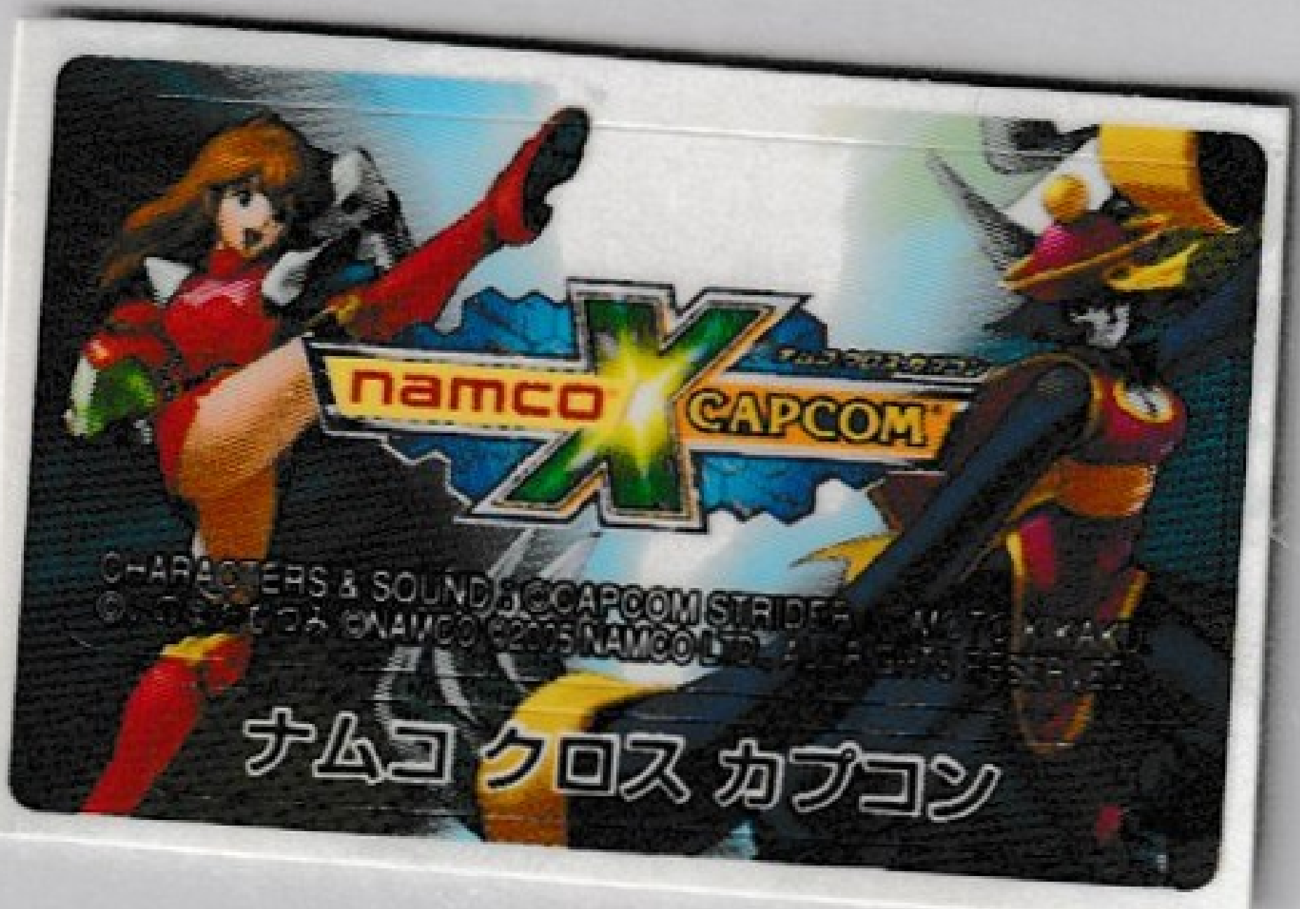
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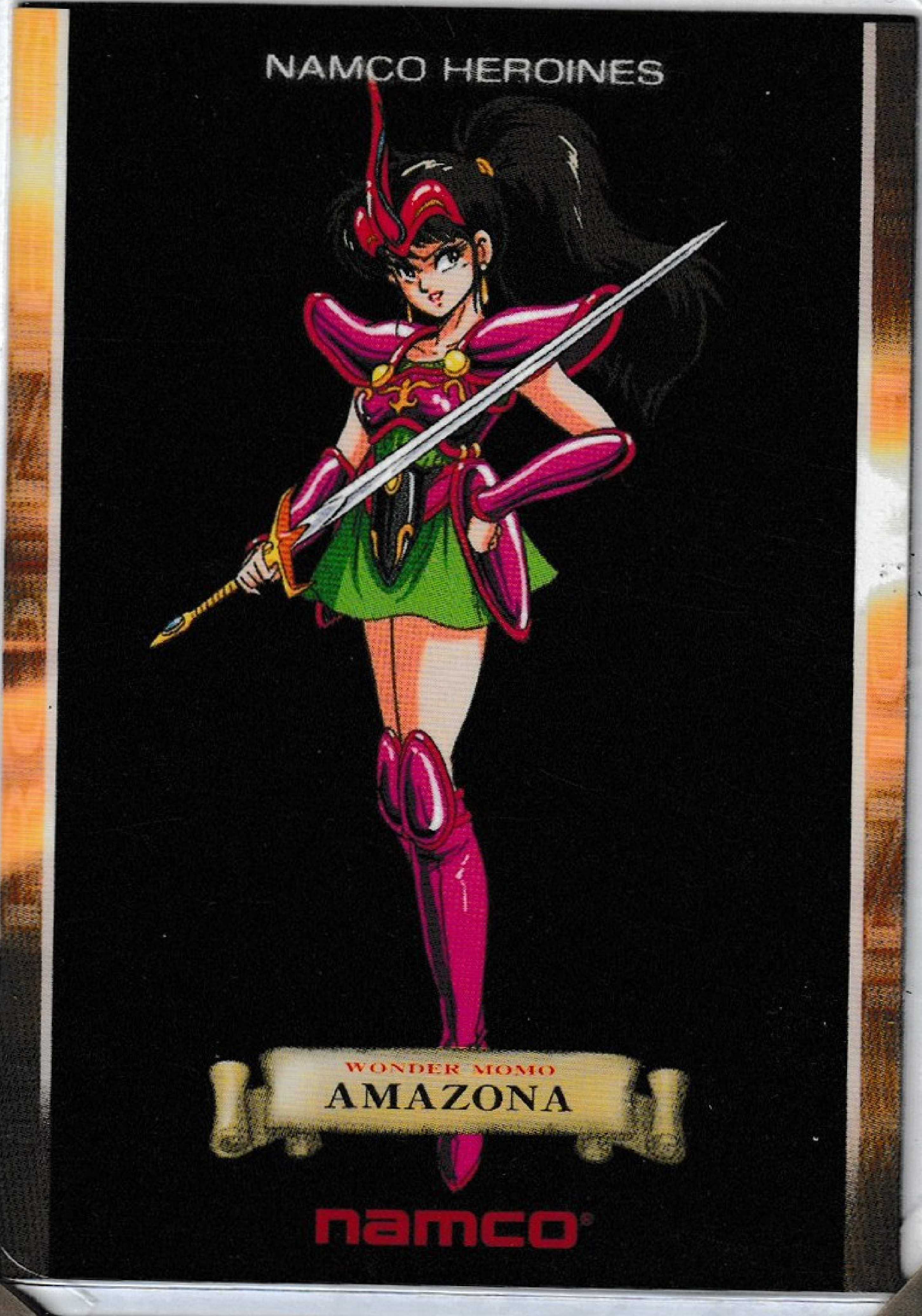
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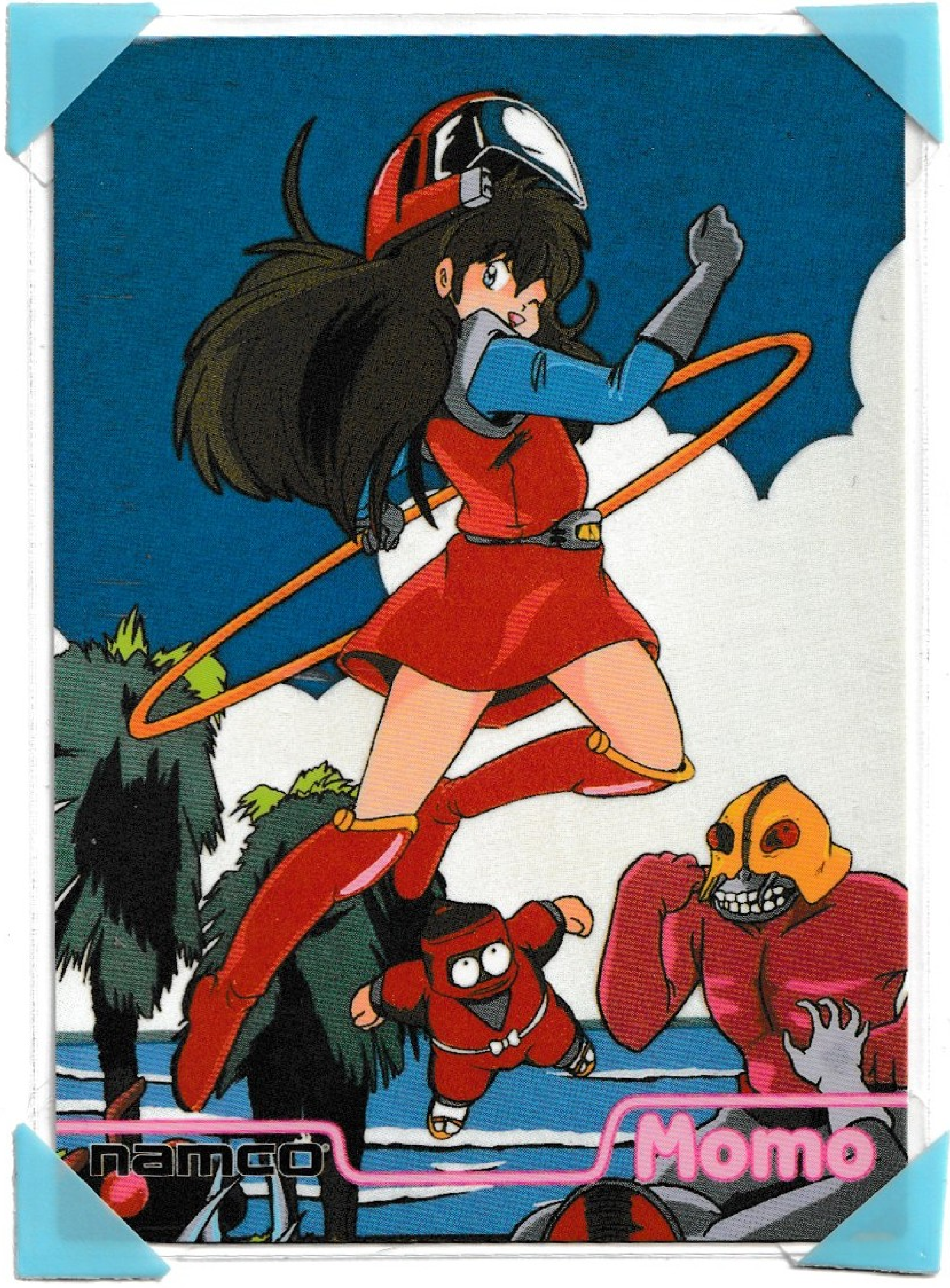
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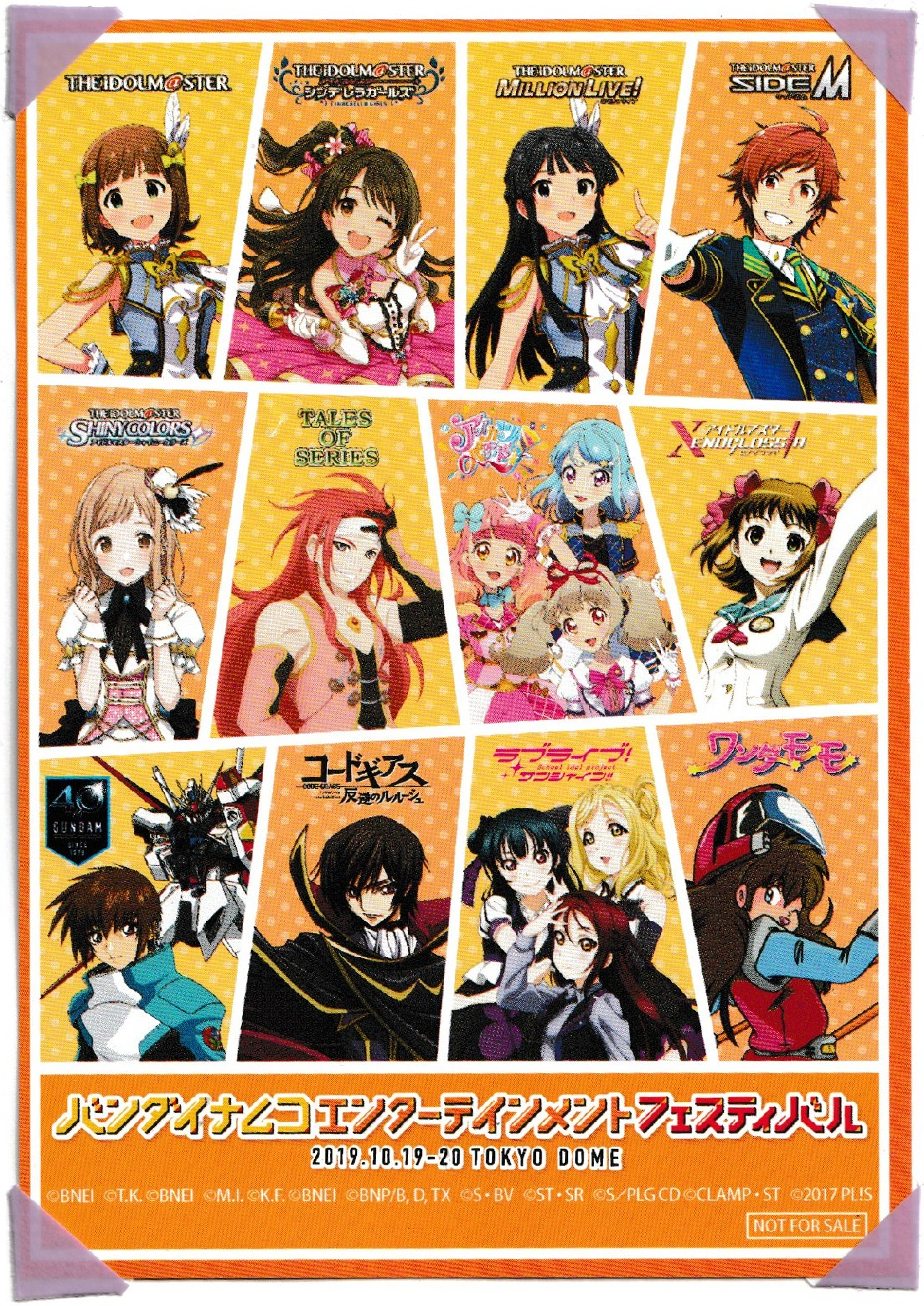
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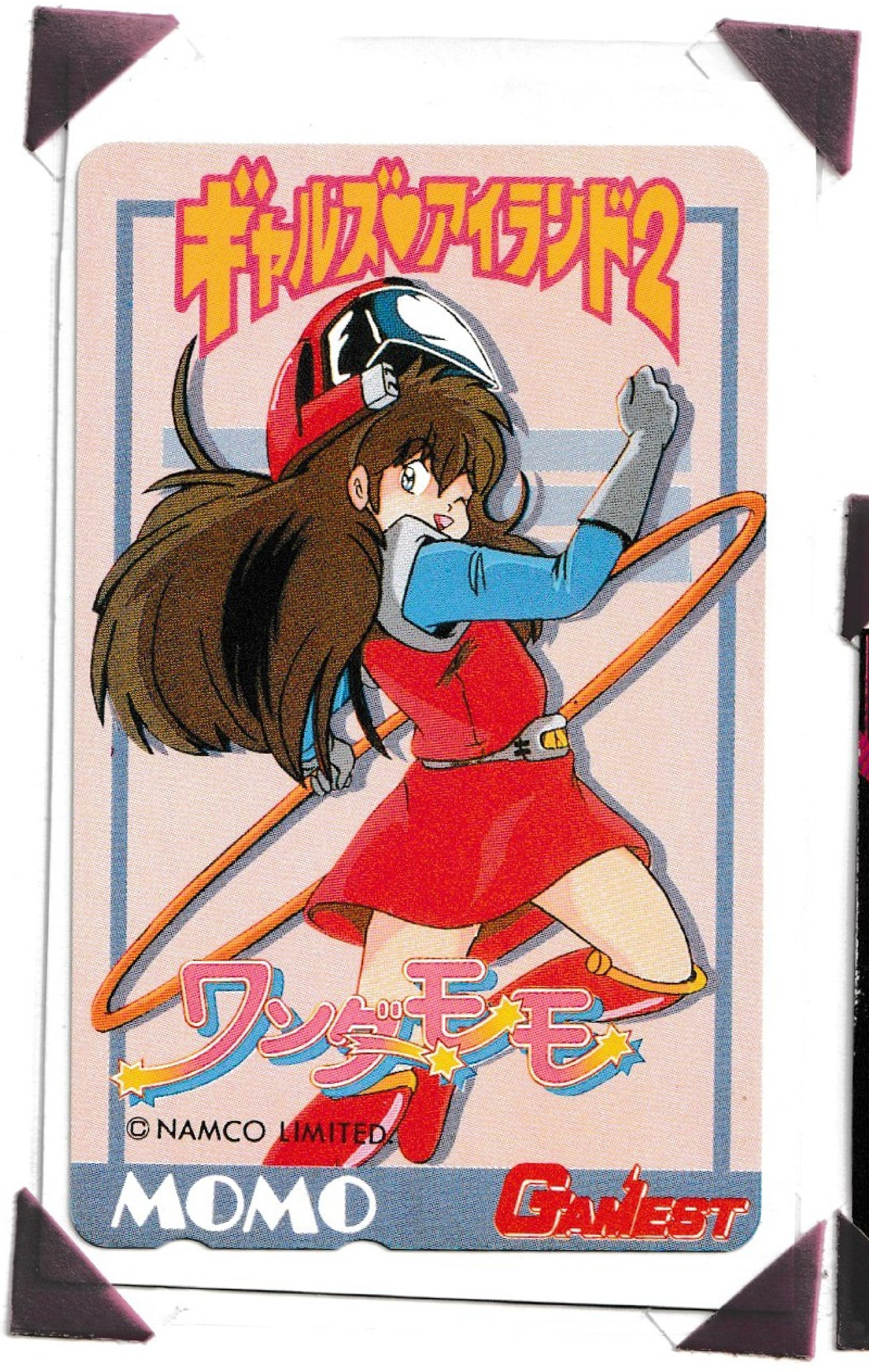
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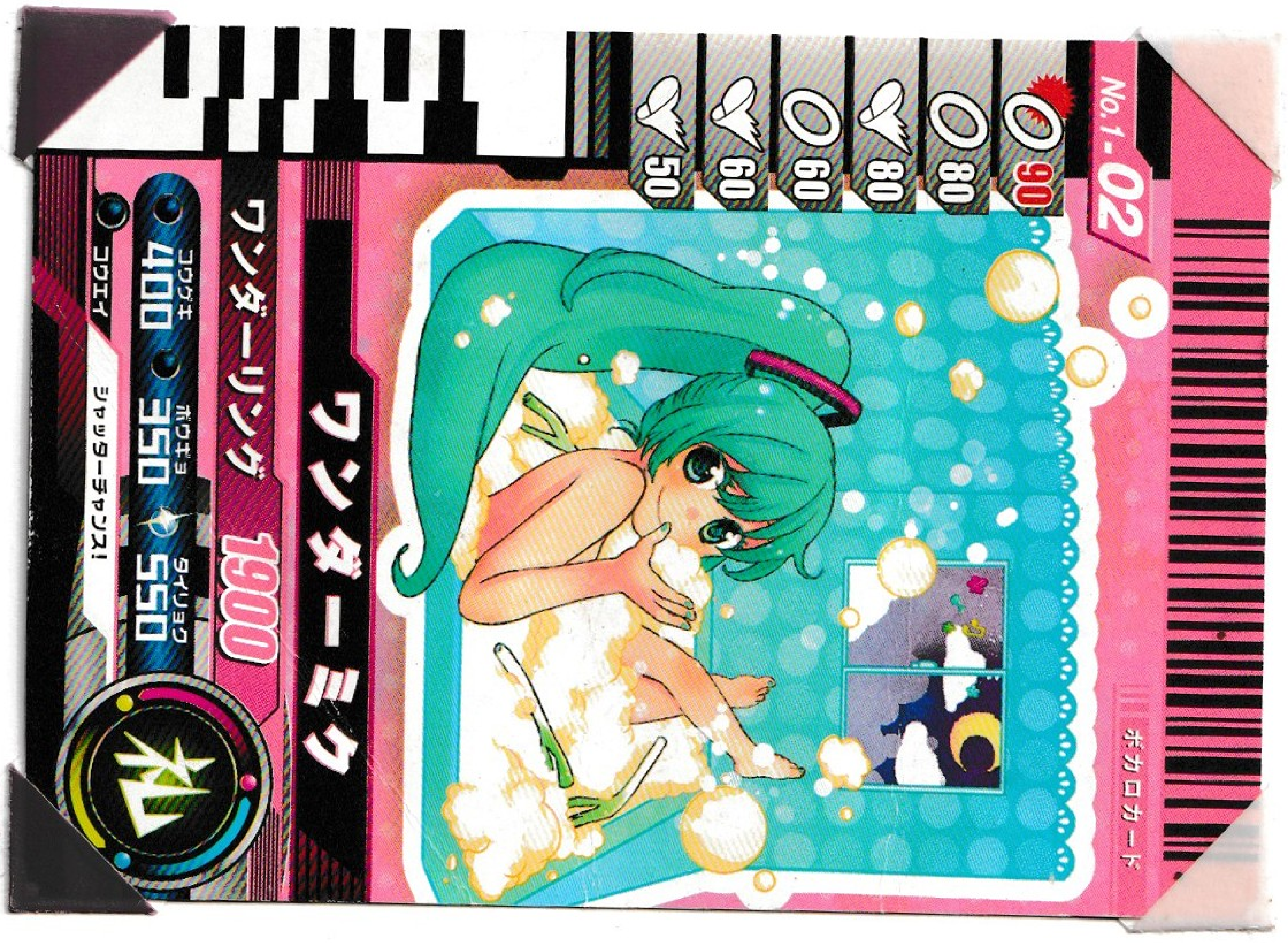
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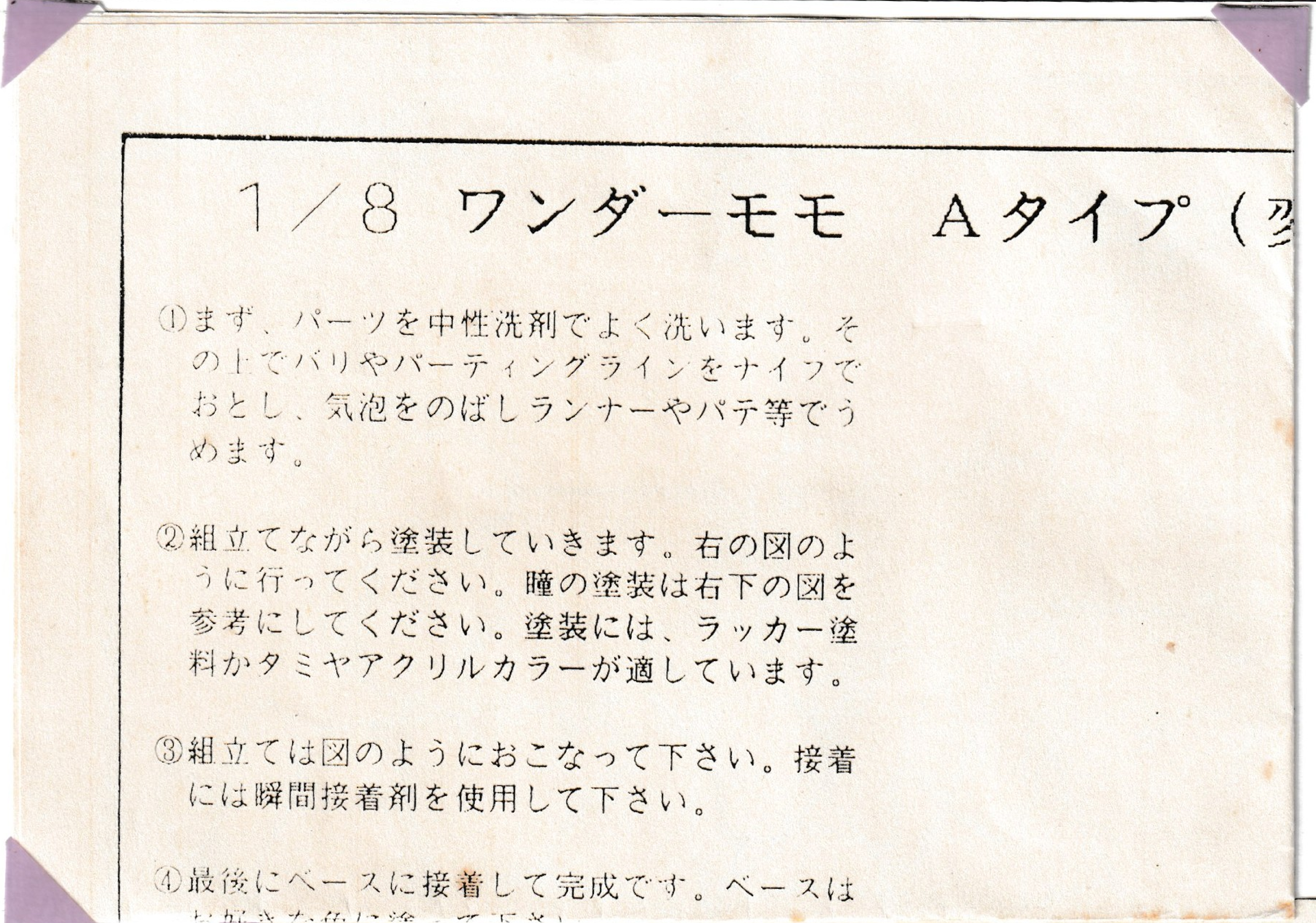

1／8 ワンダーモモ Aタイプ（変

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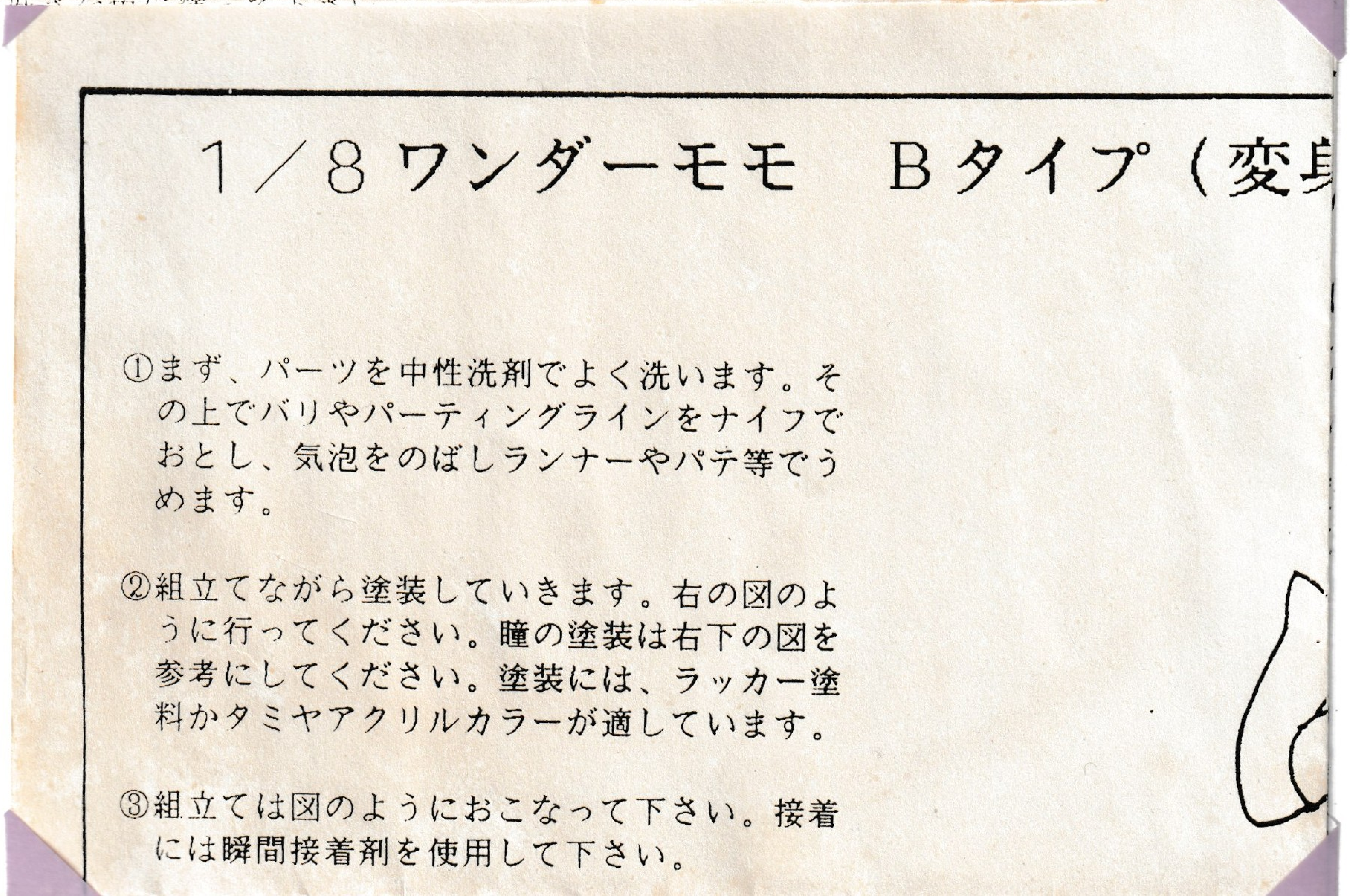

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缶バッジ
57mm

の店

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- ワルキューレ（ワルキューレの伝説）
- サンドラ（ワルキューレの伝説）
- ギャラクシップ（ギャラクシアン）
- ワンダーモモ（ワンダーモモ）
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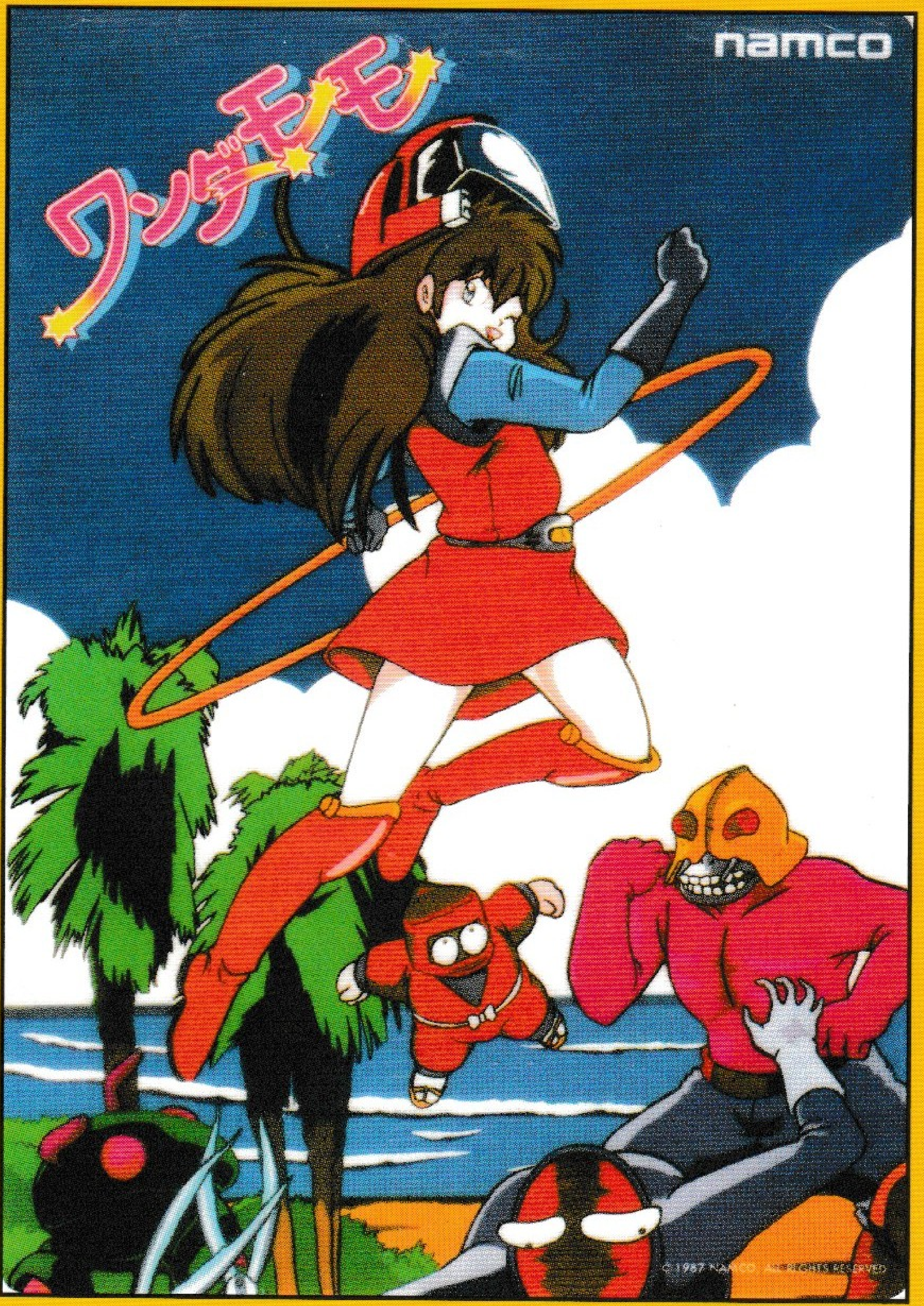
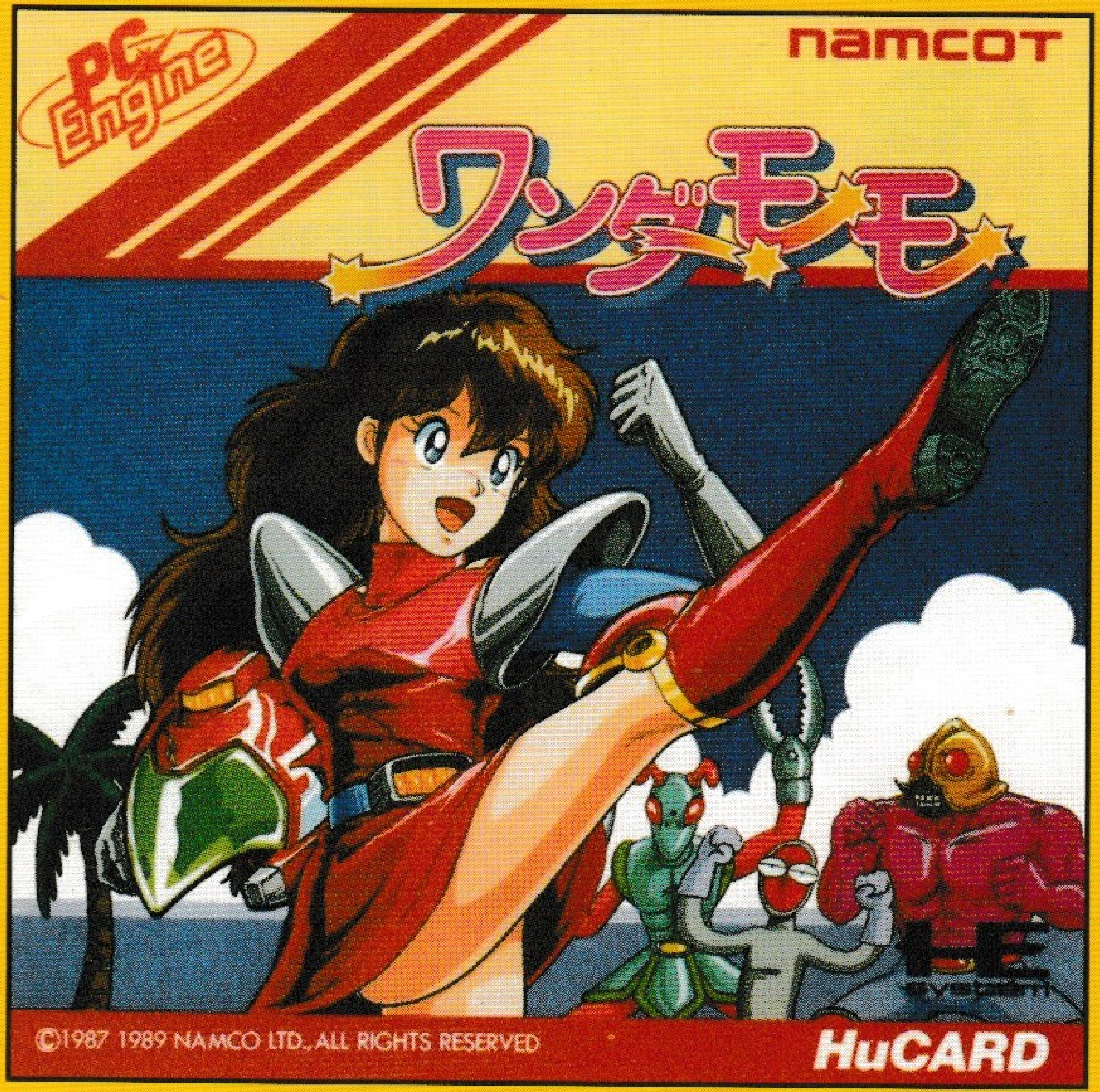
Wonder Momo™

BATTLE IDOL

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HuCARD

FOREWORD

Hello, everyone! Welcome to the first volume of *Wonder Momo: Battle Idol*!

I'm Erik Ko, and most people know me as the head of UDON Entertainment. Most of the time, I take a back seat and let my beloved coworkers do the creative work while I oversee and art direct projects. However, when ShiftyLook pitched us the idea of bringing *Wonder Momo* into their webcomic lineup, revisiting the original game concept with a new story, it sparked an intense interest in me and I decided to take a more hands-on role. When inspiration strikes, sometimes you just have to go with it.

Collaborating with Jim Zub – writer of ShiftyLook's *Klonoa* webcomic, as well as *Skullkickers*, *Samurai Jack*, and *Makeshift Miracle* – has been a lot of fun, and we're going to take you on a journey where *Sailor Moon* meets *Kamen Rider*, with lots of fun tributes/homages to fan-favorite shows from the Land of the Rising Sun.

The artist we chose to work with us is the incredibly skilled Omar Dogan! Omar is one of UDON's founding members and is most well-known for his work on the *Street Fighter Legends* series. Drawing cute anime girls and rendering awesome special effects are his strengths, and we have been very happy to have him on board.

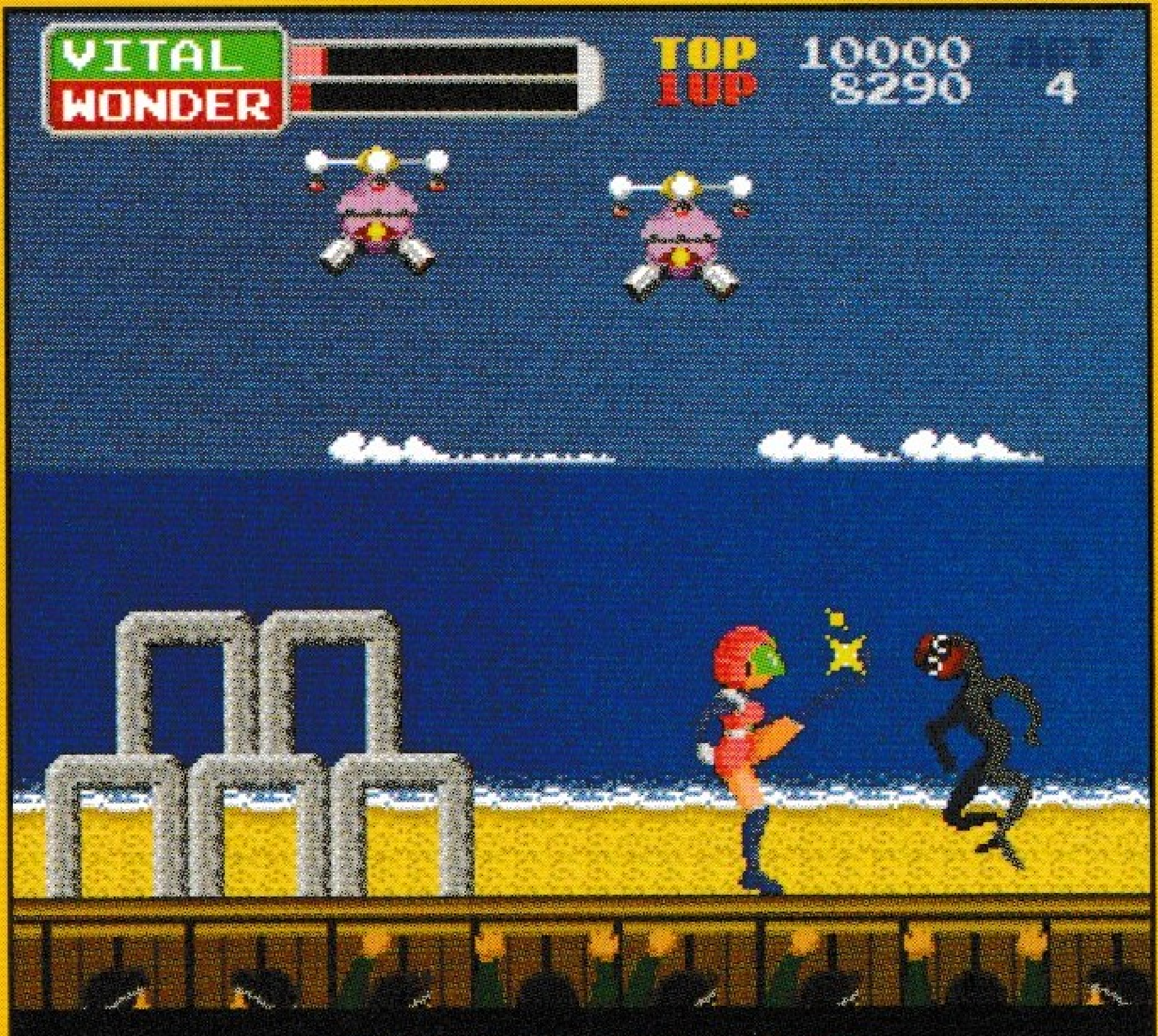
So here we are, at the beginning of an exciting story that we hope will touch the inner geek in all of you!

Enjoy *Wonder Momo: Battle Idol*!

ERIK KO
CHIEF OF OPERATIONS
UDON ENTERTAINMENT

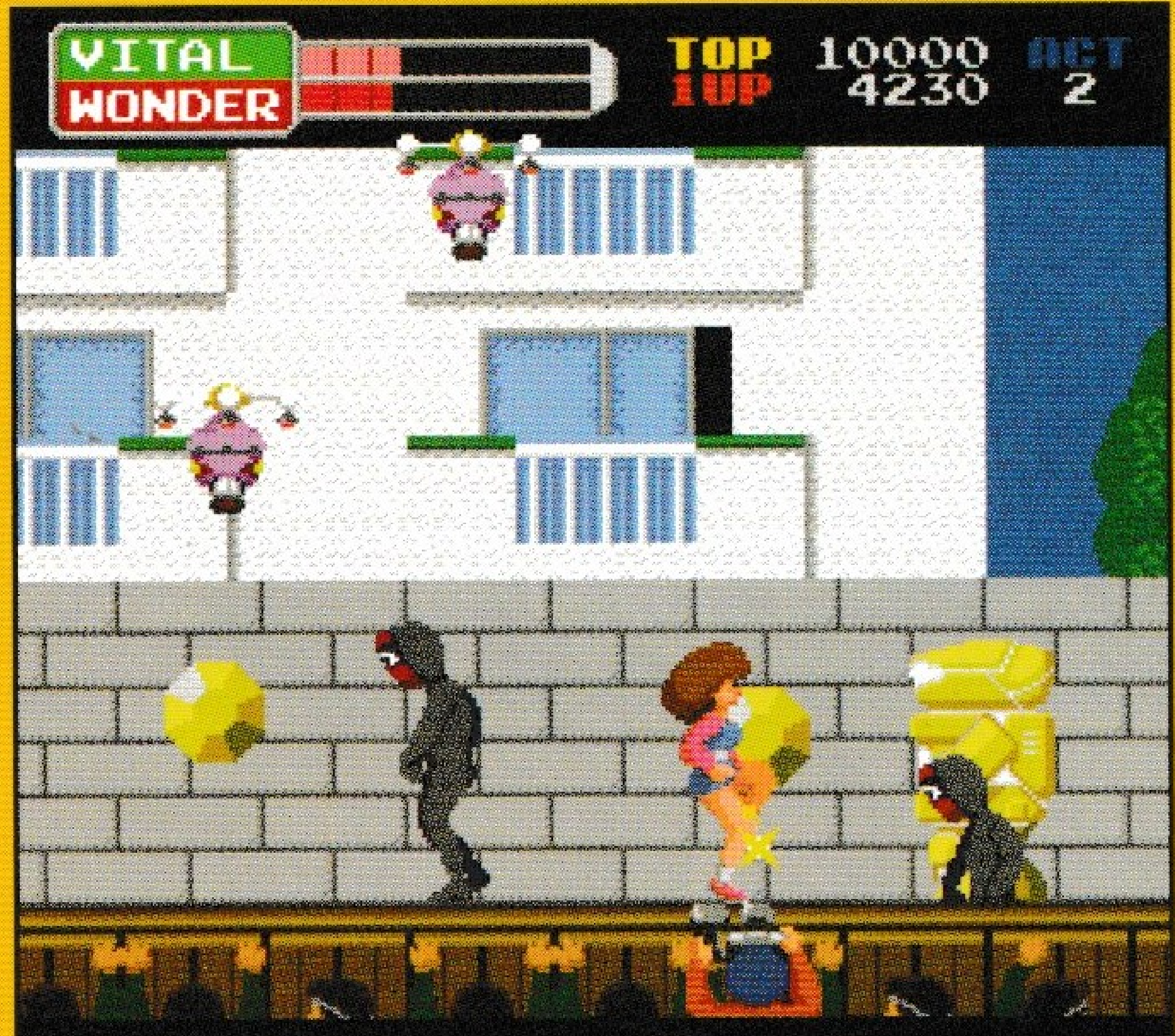
WHO IS WONDER MOMO?

Wonder Momo debuted in Japanese arcades back in 1987. The game was later ported to the PC Engine system in 1989. It is a 2D side-scrolling beat 'em up that parodies the *henshin* heroes genre (such as the *Super Sentai* and *Kamen Rider* shows). However, it breaks the mold by putting a cute girl in the starring role instead of a hunky guy. On top of that, the game itself is actually presented as a theater show, in which our heroine is really just an actress playing the role of Wonder Momo!



WONDER MOMO (1987)

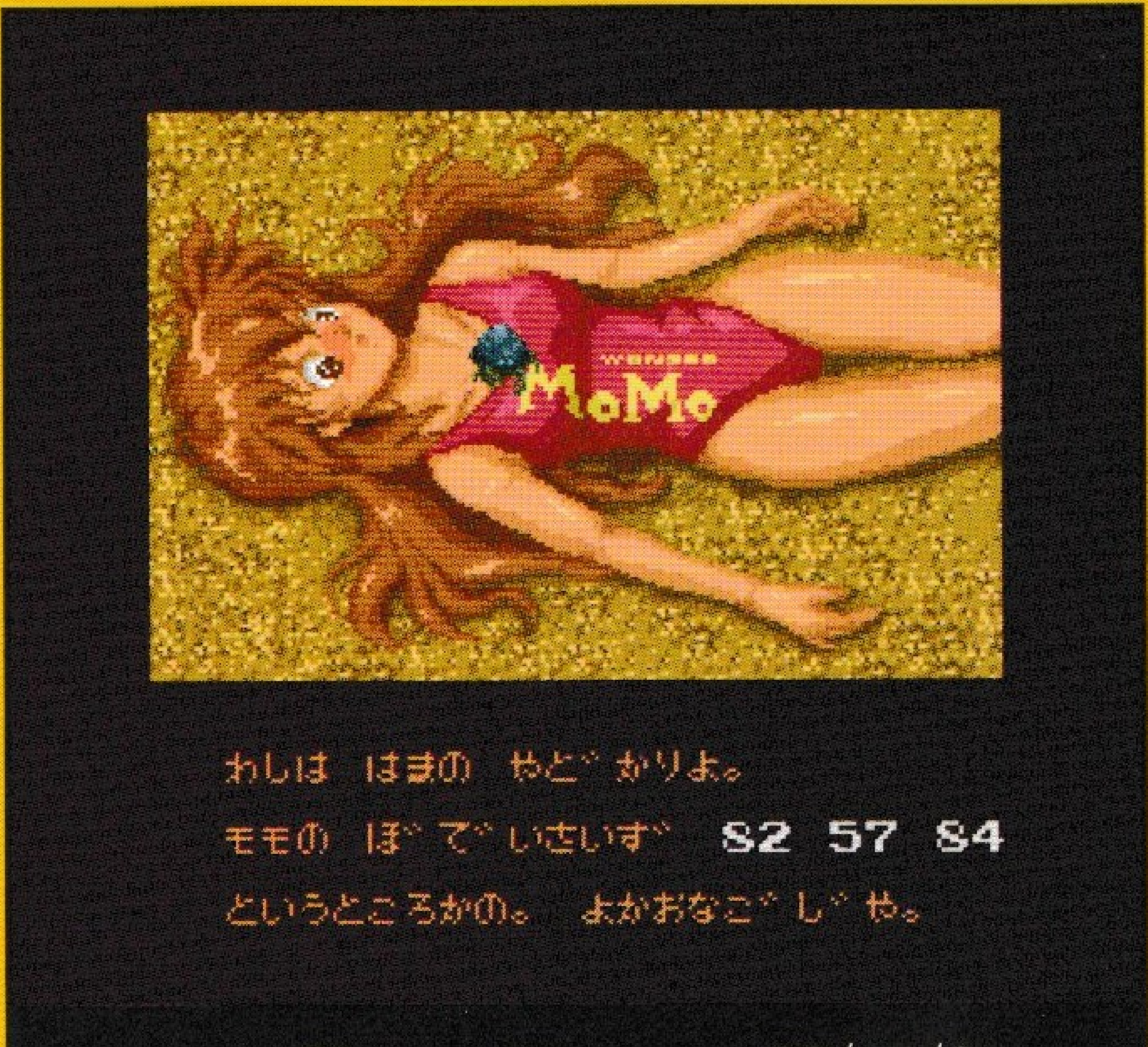
The game is split into "acts" as a play would be, and in every act, Momo needs to first defeat a bunch of alien goons before facing off against the act's boss. Momo's only normal attack is a kick, but after she transforms into Wonder Momo, she gains the ability to use some special moves, including her iconic Wonder Hoop.



The photographer snaps a shot.

The character and the game were quite popular in Japan, mainly because of the latter's rather sexy nature in the form of showing Momo's underwear every time she kicks. Surprisingly, this actually affects gameplay; if a photographer manages to snap an upskirt picture of Momo, she becomes temporarily stunned and unable to attack! There are also cutscenes and ending scenes that show Momo taking a bath and wearing just a towel.

Compared to games nowadays, all of this is nothing to be wowed about, but back in the '80s this was probably considered too risqué for Western audiences, and likely the reason this game was never released outside of Japan.



わしは はまの やと゛かりよ。
モモの ほ゛て゛いさいす゛ 82 57 84
というところかの。 よかおなこ゛し゛や。

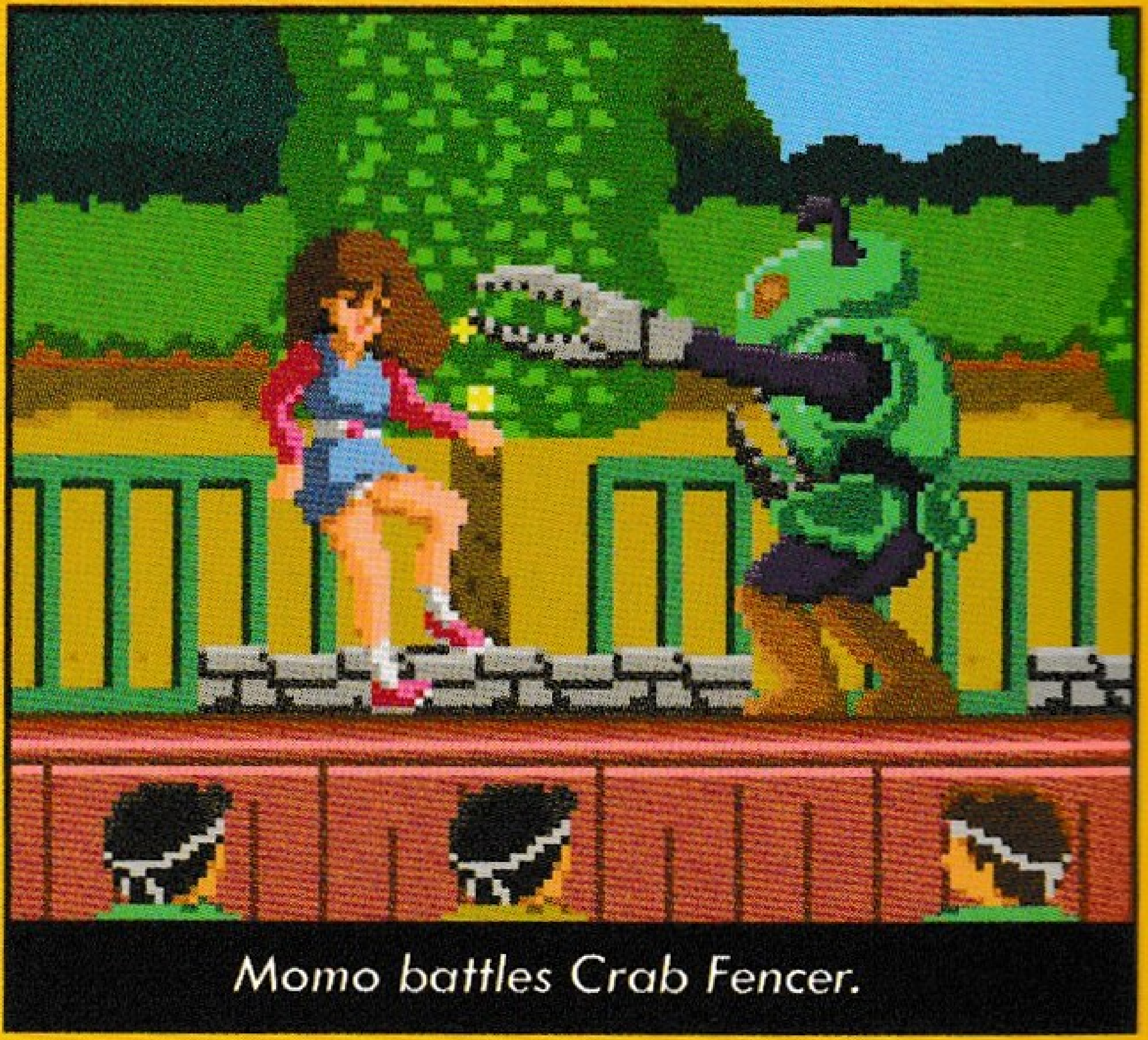
Momo's official measurements: 82/57/84cm

TOKUSATSU CHOREOGRAPHY

Being the resident *tokusatsu* fanboy here at UDON, I had to give my creative partners Jim Zub and Omar Dogan a crash course in all things Rangers and Riders. They have seen all the *Kamen Rider* and *Power Rangers* figures in my office and home, but actually understanding the architecture of these tokusatsu shows takes more than just admiring the collectibles.

CONTINUED ON NEXT PAGE >>

When we were planning the action sequence for the very first fight between Momo and the Waru (*Wonder Momo*'s resident evil aliens), Jim initially suggested a gang fight setup. Little did Jim and Omar realize that there is always a certain pacing to tokusatsu shows! With this being her first fight, I wanted to make sure that we gave this important Japanese entertainment genre the proper tribute.



Momo battles Crab Fencer.

Almost every episode of a tokusatsu show starts off with the protagonists doing something more personal. Then, out of nowhere, they get dragged into a situation where the bad guys are doing something… er… bad. Then the fight sequence starts! I ended up locking Jim and Omar down and forcing them to watch episodes of some tokusatsu shows so that they would understand how this genre works.

The hero first fights through the no-name henchmen, with the "boss of the week" watching from the sidelines as a spectator, thinking their goons will be good enough to defeat our hero. Then, when all the goons are defeated, it's time for the boss to show their true power!

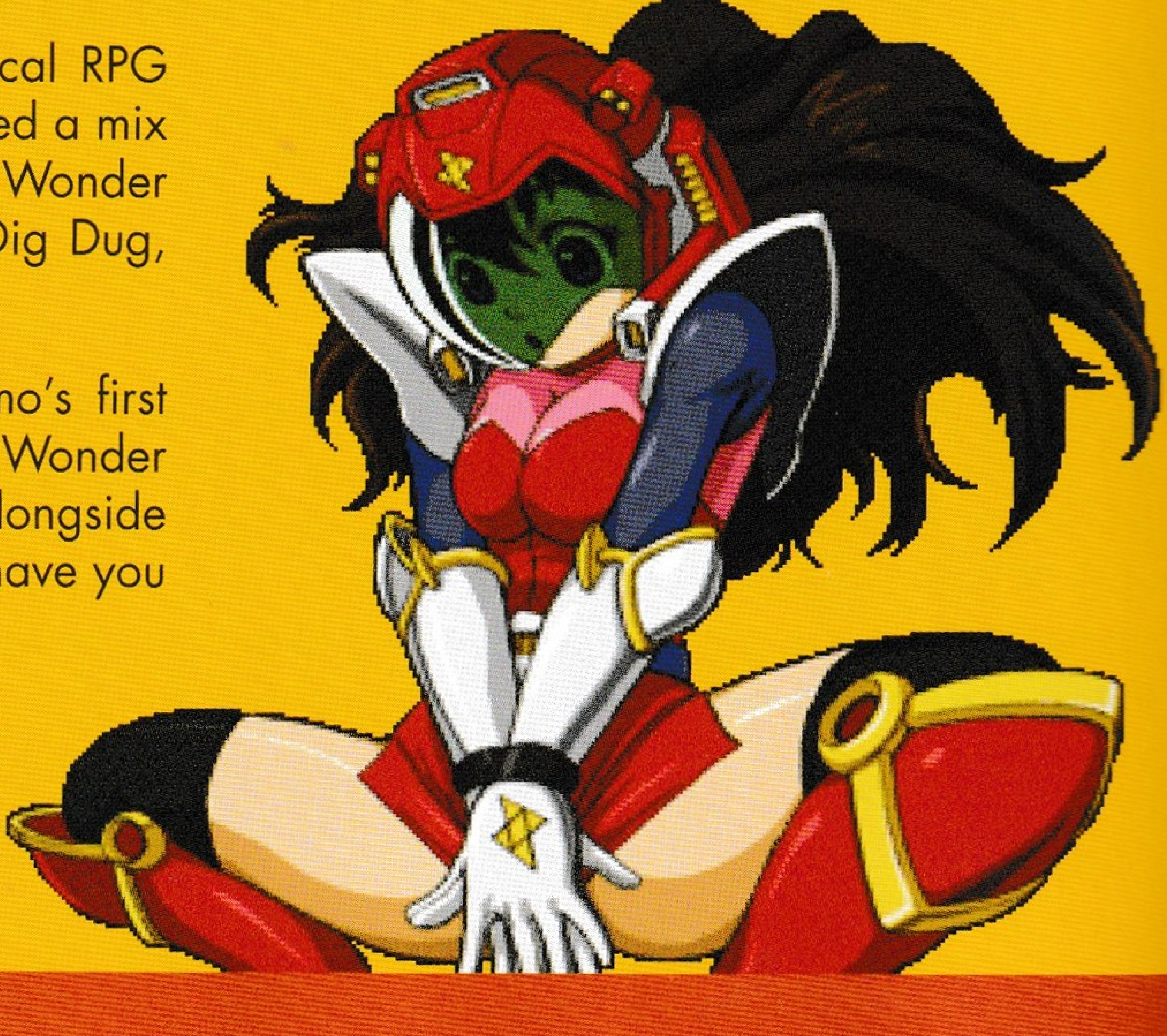
The design of the first boss Momo fights in the comic is actually based on Crab Fencer, one of the bosses from the original game. His original design actually looks more like a mantis than a crab, so we gave him a makeover that makes him look more like his namesake.

WONDERFUL CAMEOS

Although Wonder Momo only ever had the one classic video game, the character has actually been active throughout the years, and our beloved Momo has been spotted in various cameo roles in titles made by BANDAI NAMCO Games! The following is a list of Momo appearances after her initial game, though most of them are Japan-only releases:

NAMCO SUPER WARS (October 2002) – A tactical RPG released for the WonderSwan Color, the game featured a mix of original characters and classic Namco characters. Wonder Momo is playable in the game, as are Bravoman, Dig Dug, and even Mappy.

NAMCO X CAPCOM (May 2005) – This is Momo's first major console appearance since her initial game. Wonder Momo is playable in this PlayStation 2 strategy RPG alongside Bravoman (who also has a webcomic on ShiftyLook, have you read it yet?)! Momo even graced this game's box art!



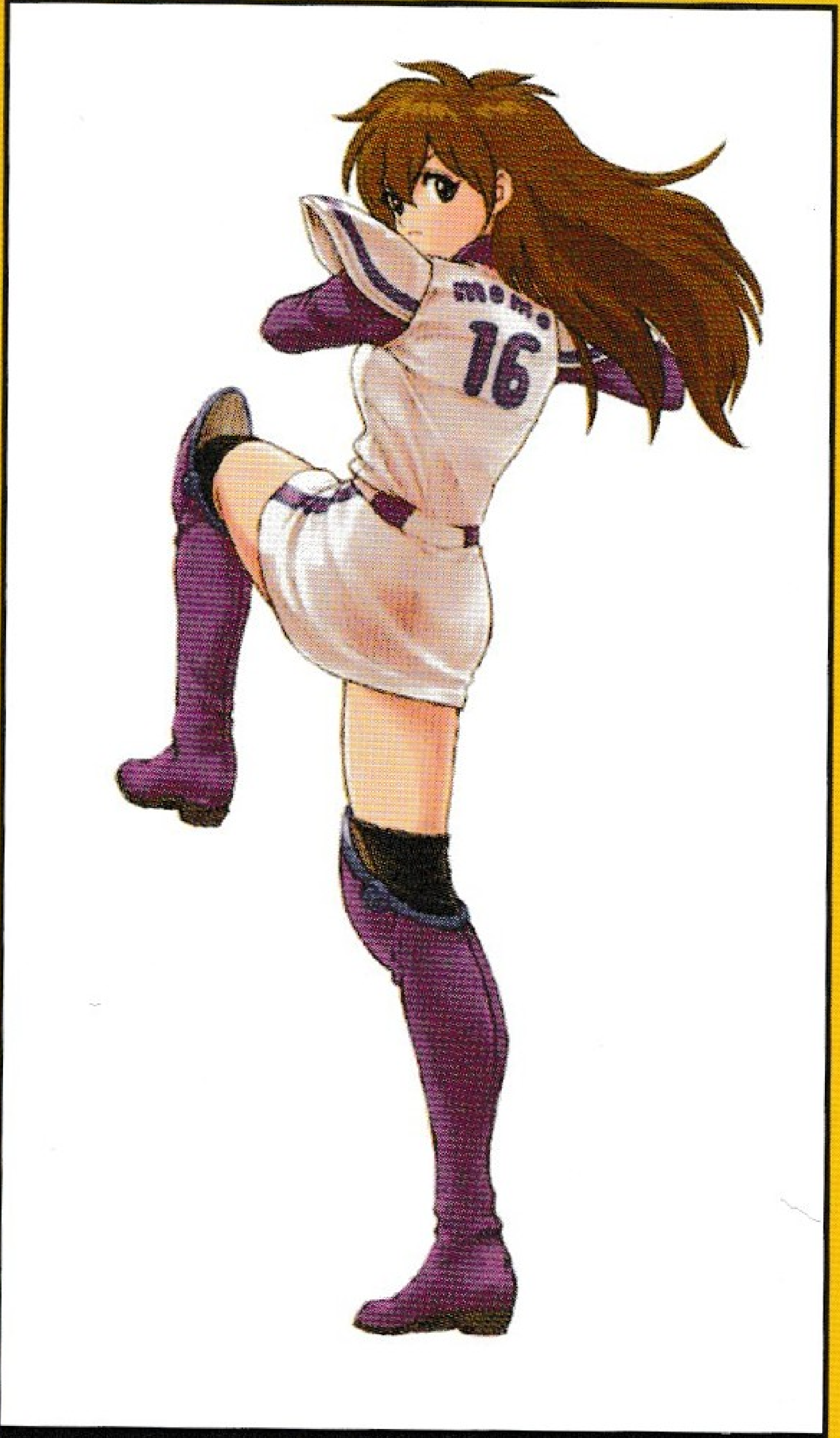
Wonder Momo in NAMCO x CAPCOM

THE iDOLM@STER (Initial release July 2005) – Players can select Wonder Momo's costume as their stage wear, as well as sing and dance as Wonder Momo in this Japanese rhythm game. The beginning of Momo's dance number even has a retro introduction screen that resembles the start of the original *Wonder Momo* game!

PRO BASEBALL FAMISTA 2011 (March 2011) – A 3DS game released in 2011, *Pro Baseball Famista* is a popular baseball series that has seen annual releases in Japan by BANDAI NAMCO Games. For the 2011 version, they included a lot of their characters from other games as guest players on the "Namco Legends" team, including Wonder Momo! Other classic Namco characters included on the Legends roster are Bravoman, Wagan, Dig Dug, Valkyrie, and even the Solvalou, the ship from *Xevious*! (How a spaceship can play baseball is beyond me...)

QUEEN'S GATE: SPIRAL CHAOS (July 2011) – Wonder Momo guest stars in this tactical RPG for the PSP handheld, where sexy girls fight each other in a bid to help save the time-space continuum from falling into chaos. Momo is one of the game's playable characters, and for the first time, we see all of her special moves in full animated glory!

Wonder Momo also makes cameo appearances in *Dig Dug Island*, *Marvel Land*, and the *Tales* series, and she is one of the Magnus cards that can be collected in the Nintendo GameCube RPG *Baten Kaitos*.



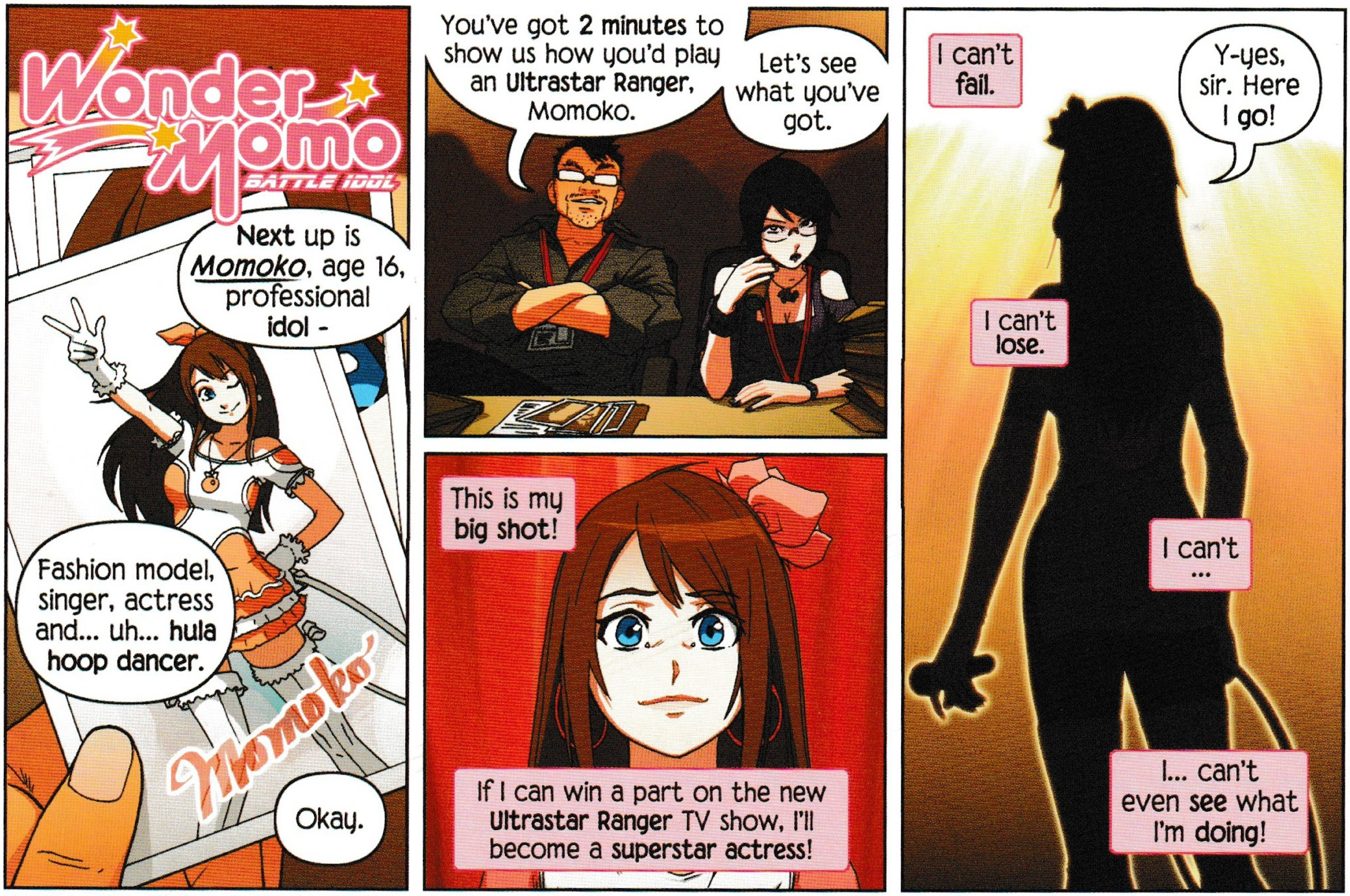
Wonder Momo in
PRO BASEBALL FAMISTA 2011

MODERN REVIVAL

Aside from her various cameo appearances, it seemed for a long time that Wonder Momo's video game career would both begin and end with her original 1987 game. Fortunately, this has turned out not to be the case: this comic turned out to be so popular on ShiftyLook's website that it has since served as the basis for a new *Wonder Momo* video game and anime, both of which just debuted very recently!

The new anime and video game (a 2D side-scrolling beat 'em up, just like the original game) are both based on *Wonder Momo: Battle Idol* – the excellent comic whose first 104 strips are collected in these pages – and follow the adventures of Momoko as she becomes the new Wonder Momo and defends Earth against the latest Waru alien invasion. Joining her is a memorable cast of colorful characters, including her alien friend Glooder and rival/fellow powersuit warrior Akiho Mazo.

Saying too much more would spoil the comic you're about to read... but suffice to say, if you're a fan of all things *Wonder Momo* and love this comic, checking out the new game and anime should be your next priority!


Wonder Momo
BATTLE IDOL
Next up is Momoko, age 16, professional idol -
Fashion model, singer, actress and... uh... hula hoop dancer.
Momoko
Okay.
You've got 2 minutes to show us how you'd play an Ultrastar Ranger, Momoko.
Let's see what you've got.
This is my big shot!
If I can win a part on the new Ultrastar Ranger TV show, I'll become a superstar actress!
I can't fail.
Y-yes, sir. Here I go!
I can't lose.
I can't ...
I... can't even see what I'm doing!

#001: IN THE SPOTLIGHT

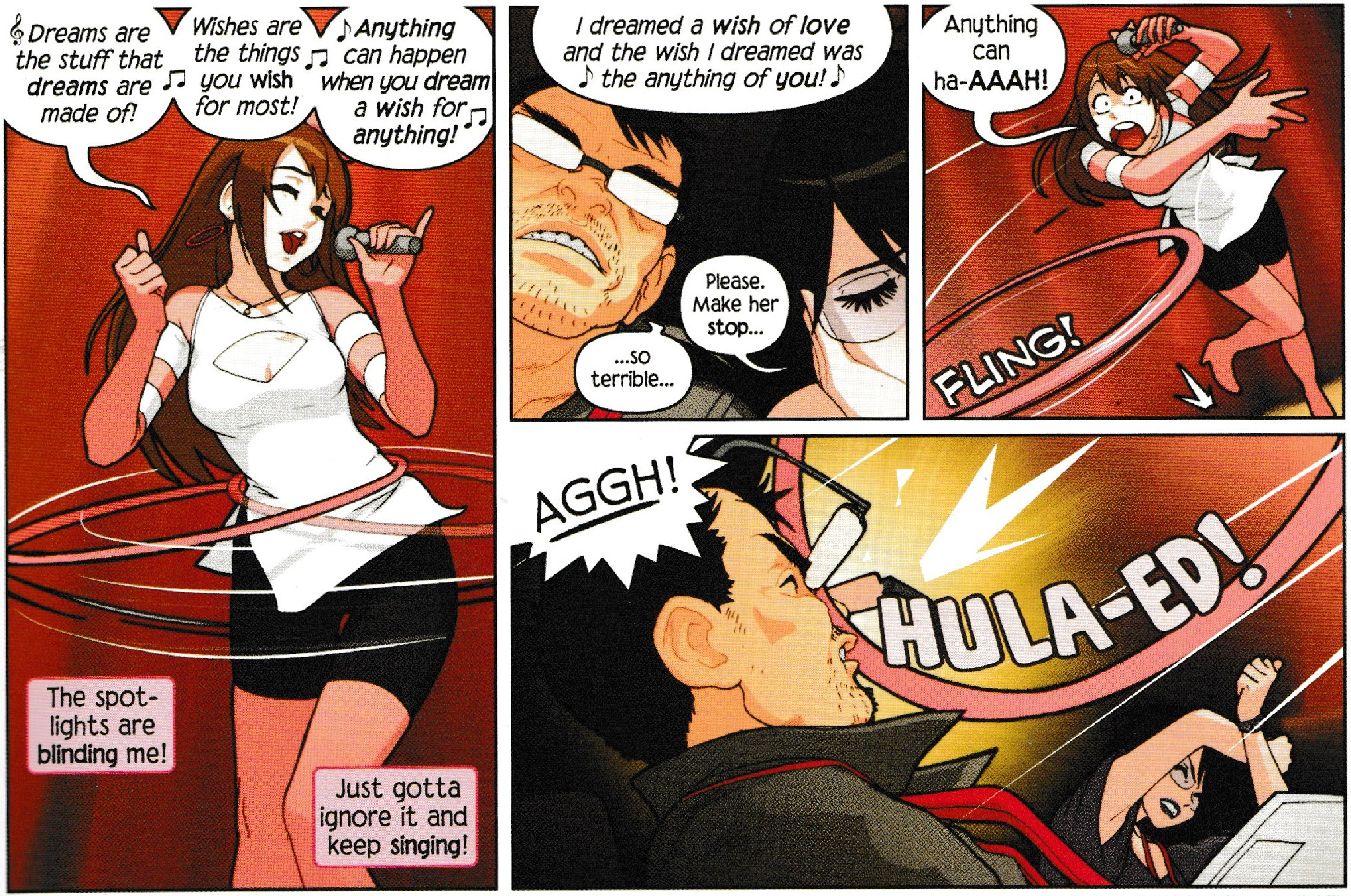
MAY 15, 2012

COMMENTS

JIM: At first I thought the concept of idols in Japan was bizarre, but like any pop stars or teen heartthrobs, they have their place in the whole entertainment maelstrom. Fame is a bottomless well of inspiration for storytelling.

OMAR: From this page on, I realized that *Wonder Momo* would be a comic I could sink tons of facial expressions into. I was really happy with the director's skeptical look and Momoko's hopeful, doe-eyed expression.

ERIK: What's not to love when you combine idol singers, tokusatsu shows, and anime girls into one comic? When I was asked to do *Wonder Momo*, those are the elements I wanted to put into this remake. Those things represent everything I love about Japanese culture!


𝄞 Dreams are the stuff that dreams are ♫ made of!
Wishes are the things ♫ you wish for most!
♪ Anything can happen when you dream a wish for ♫ anything!
The spot-lights are blinding me!
Just gotta ignore it and keep singing!
I dreamed a wish of love and the wish I dreamed was ♪ the anything of you! ♪
Please. Make her stop...
...so terrible...
Anything can ha-AAAH!
FLING!
AGGH!
HULA-ED!

#002: THE AUDITION

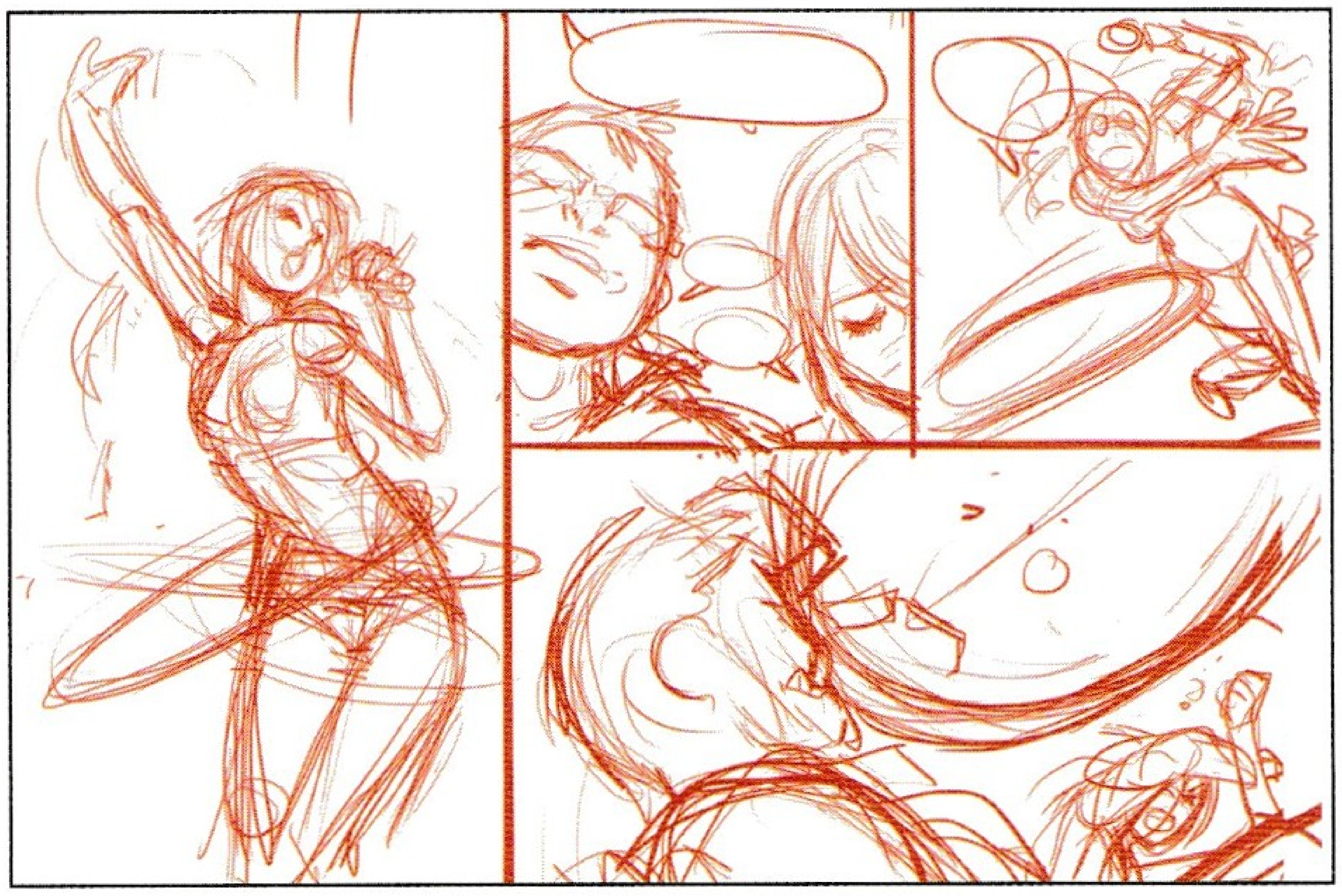
MAY 18, 2012

COMMENTS

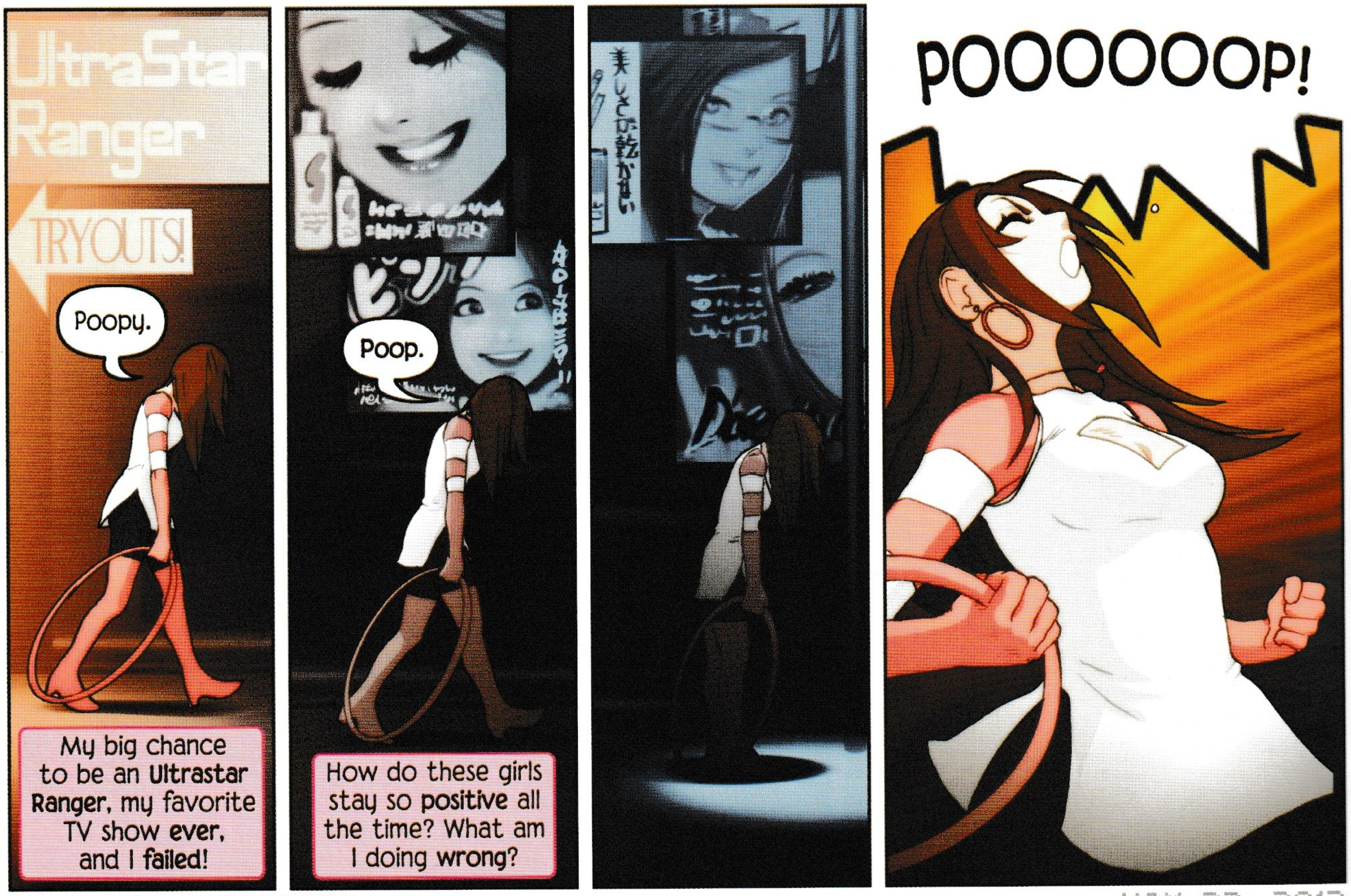
JIM: Coming up with anime-worthy song lyrics did permanent damage to my brain, but I'm happy with how they turned out and Omar rocked the posing.

OMAR: The dance pose turned out exactly the way I saw it in my mind, but the face-mash with the hula hoop is also amusing.

ERIK: I can totally hear a Japanese idol singer's voice singing those lyrics in Japanese English! (laughs)



ROUGH LAYOUT


UltraStar Ranger
TRYOUTS!
Poopy.
My big chance to be an **Ultrastar Ranger,** my favorite TV show **ever,** and I **failed!**
Poop.
How do these girls stay so **positive** all the time? What am I doing **wrong?**
POOOOOOP!

#003: FEELING POOPY

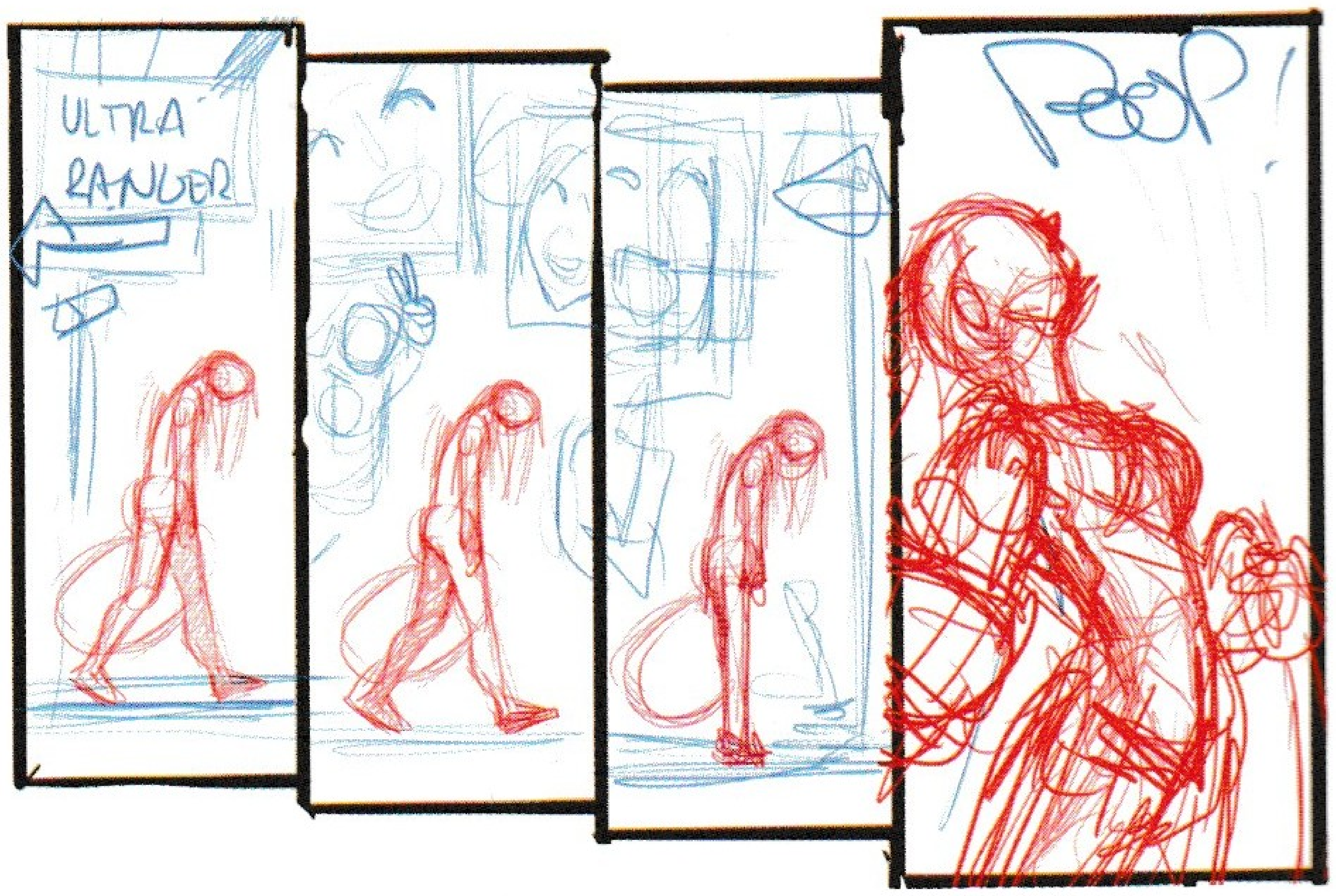
MAY 22, 2012

COMMENTS

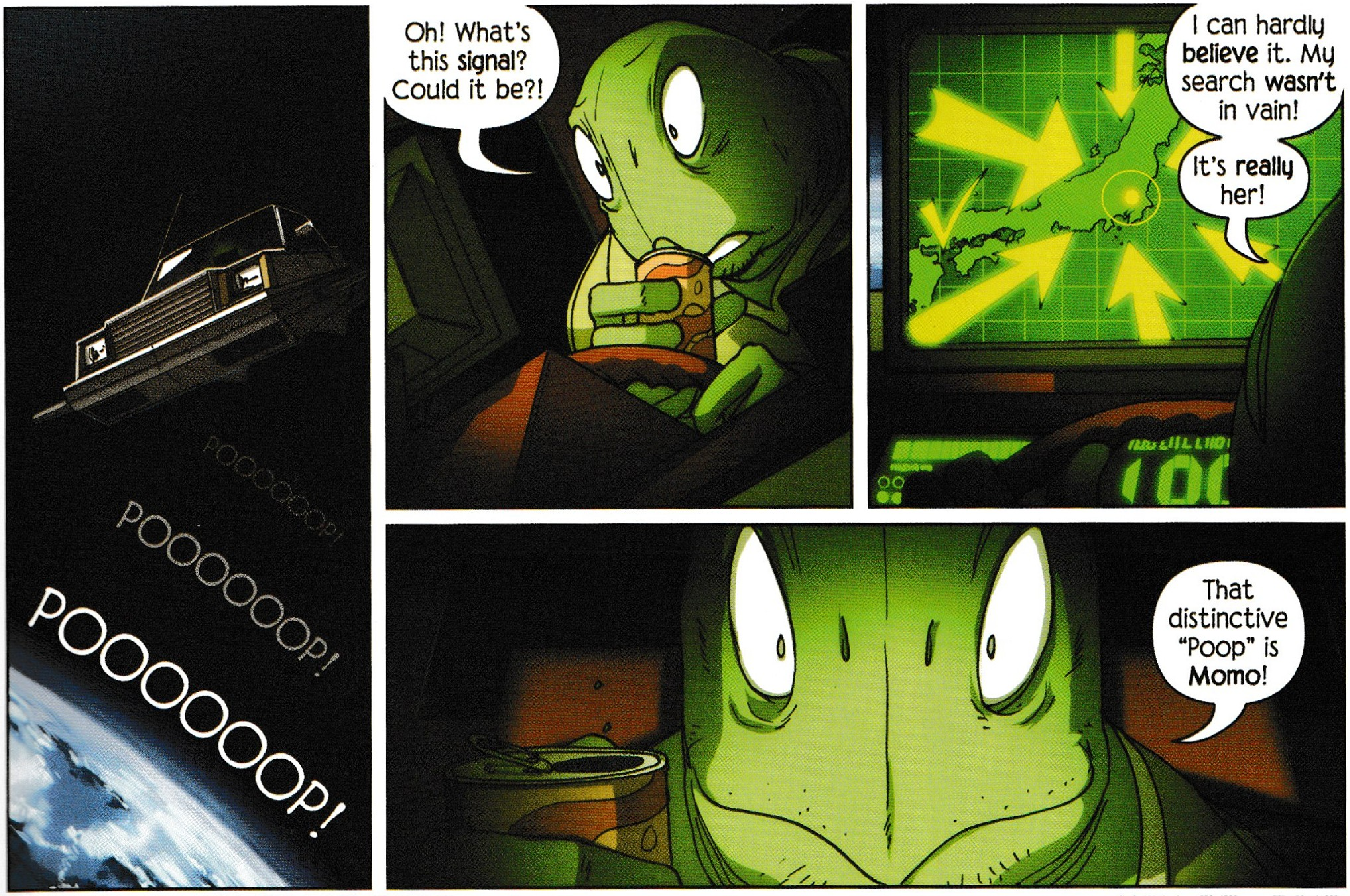
JIM: "Poop" is a cute and appropriate way to have our protagonist curse.

OMAR: There's a slight play on her sadness here with the descending panels and changing of hues to blue. For the last panel, I went with orange to contrast her rage with her somber pose in panel three.

ERIK: I really love how Omar played up (or down) the mood with colors. If I'd had the choice, I would have had her yell out a real swear word instead! That would have sounded way more epic than "Poop!"


ULTRA RANGER
POOP!

ROUGH LAYOUT


POOOOOOP!
POOOOOOOP!
POOOOOOOOP!
Oh! What's this signal? Could it be?!
I can hardly believe it. My search wasn't in vain!
It's really her!
That distinctive "Poop" is Momo!

#004: THE POWER OF POOP

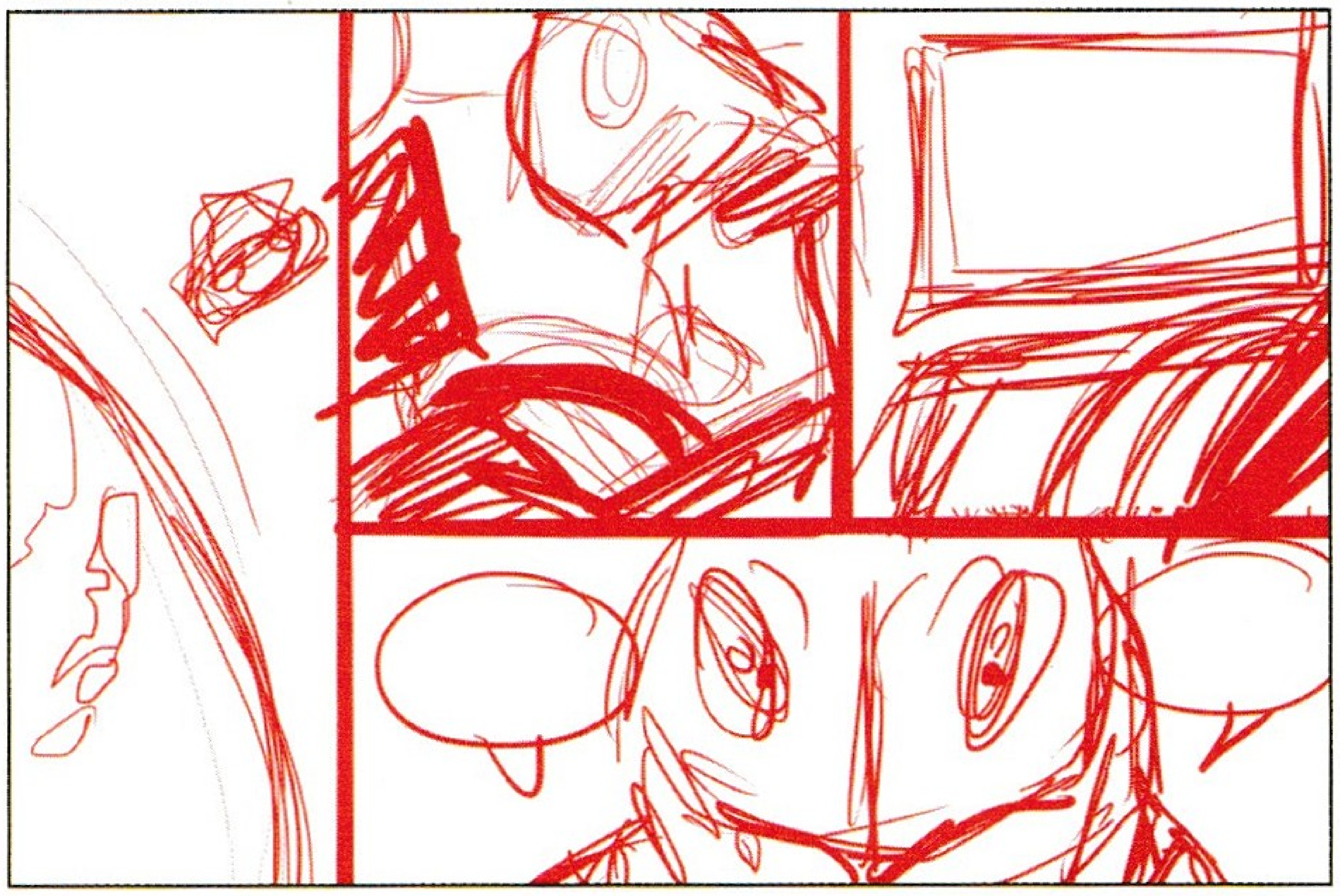
MAY 25, 2012

COMMENTS

JIM: I'd forgotten how unkempt Omar made Glooder in this first strip. He really changes over the course of the story, probably more than any other character.

OMAR: Spaceships are always rounded or super abstract/angular. So I went a different route: since *Wonder Momo* was an '80s game, I based Glooder's ship off of the most '80s car ever. Glooder himself evolves the most in design and style of all the characters.

ERIK: I remember the idea of the "car-like" spaceship was that these aliens actually love Earth's culture and they build stuff heavily influenced by us, but with better technology. So pretty much their technology is superior but their design sense is really lacking!



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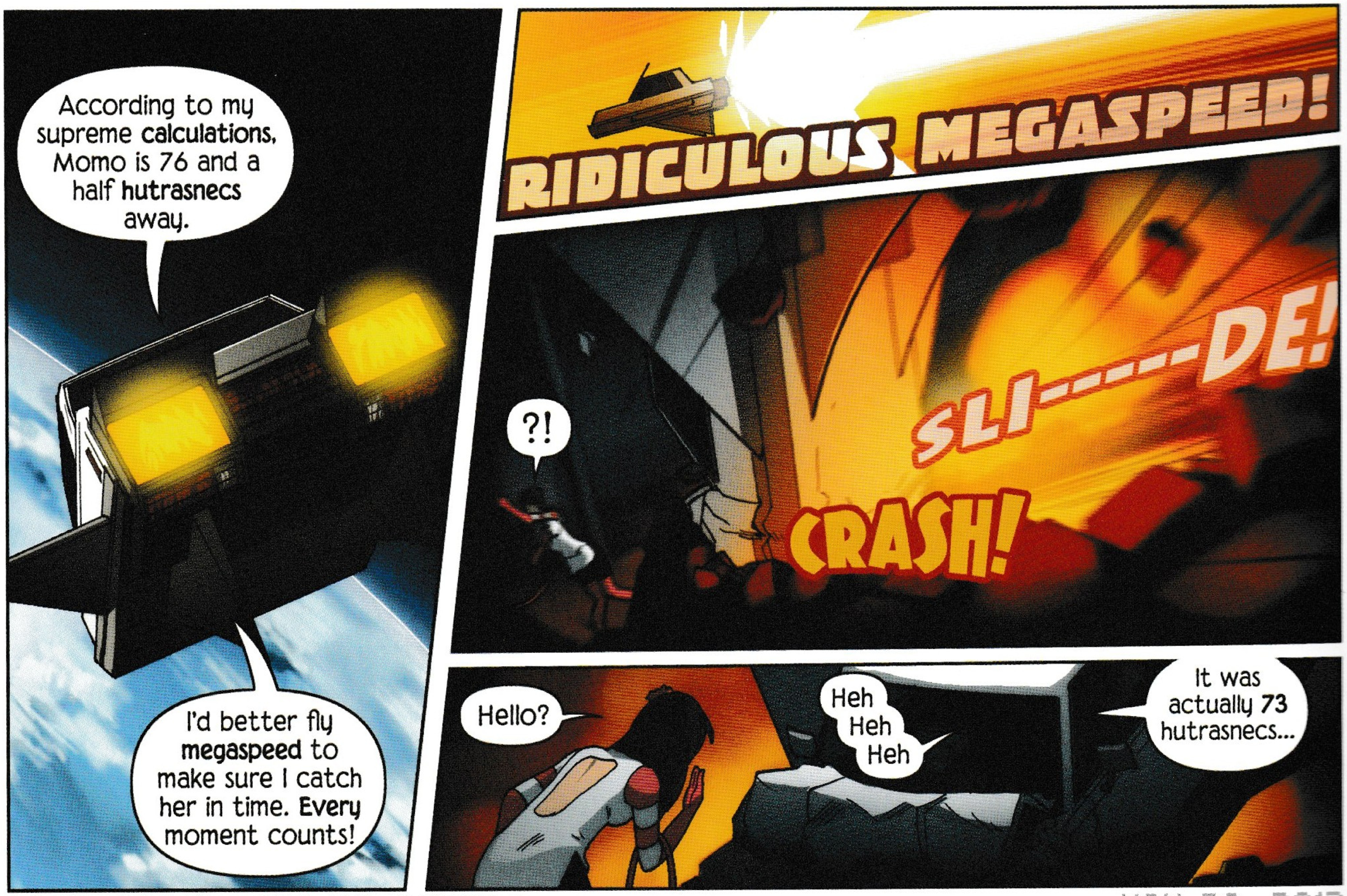

According to my supreme calculations, Momo is 76 and a half hutrasnecs away.
I'd better fly megaspeed to make sure I catch her in time. Every moment counts!
RIDICULOUS MEGASPEED!
?!
SLI-----DE!
CRASH!
Hello?
Heh Heh Heh
It was actually 73 hutrasnecs...

#005: SPACE MATH VS. PHYSICS

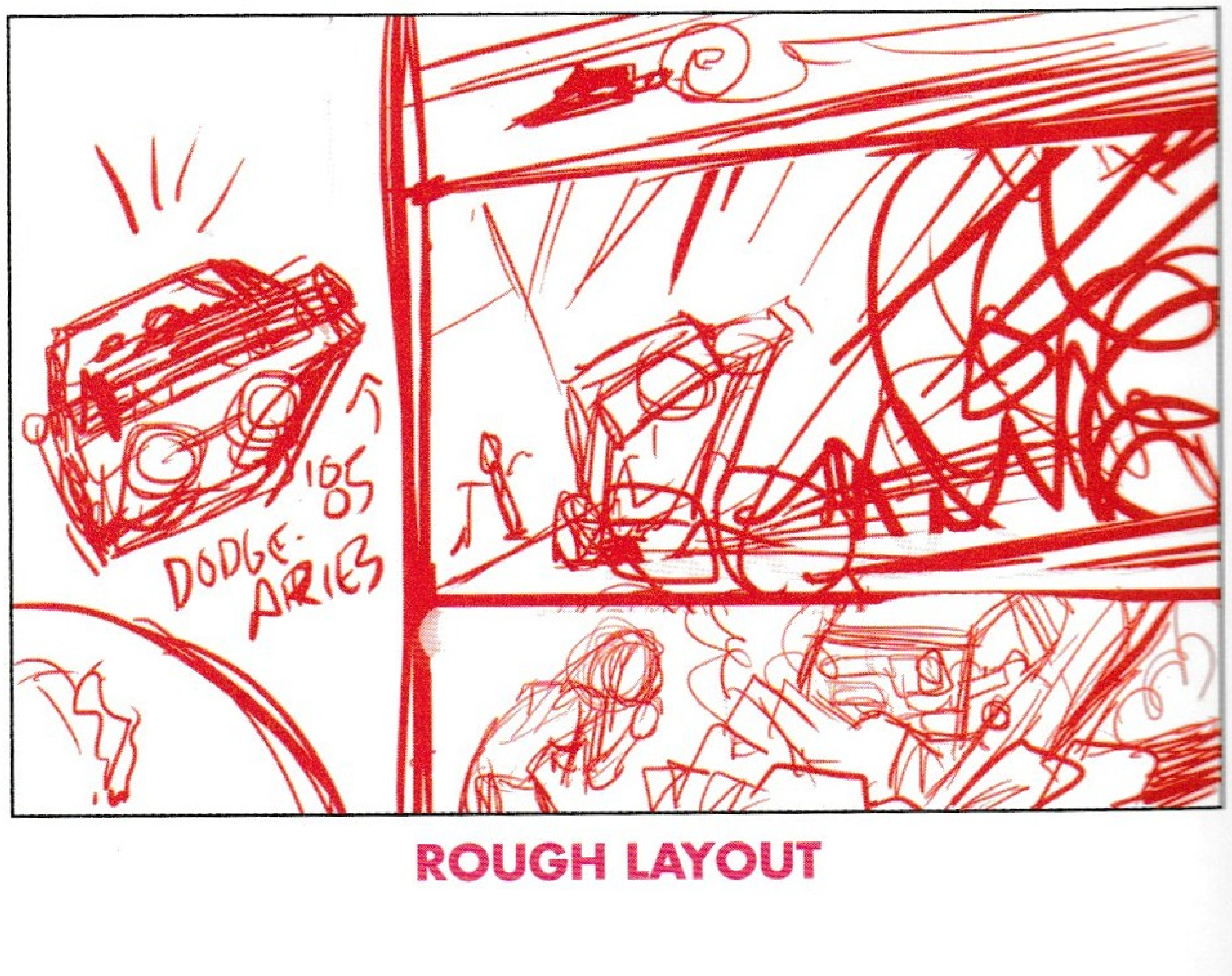
MAY 29, 2012

COMMENTS

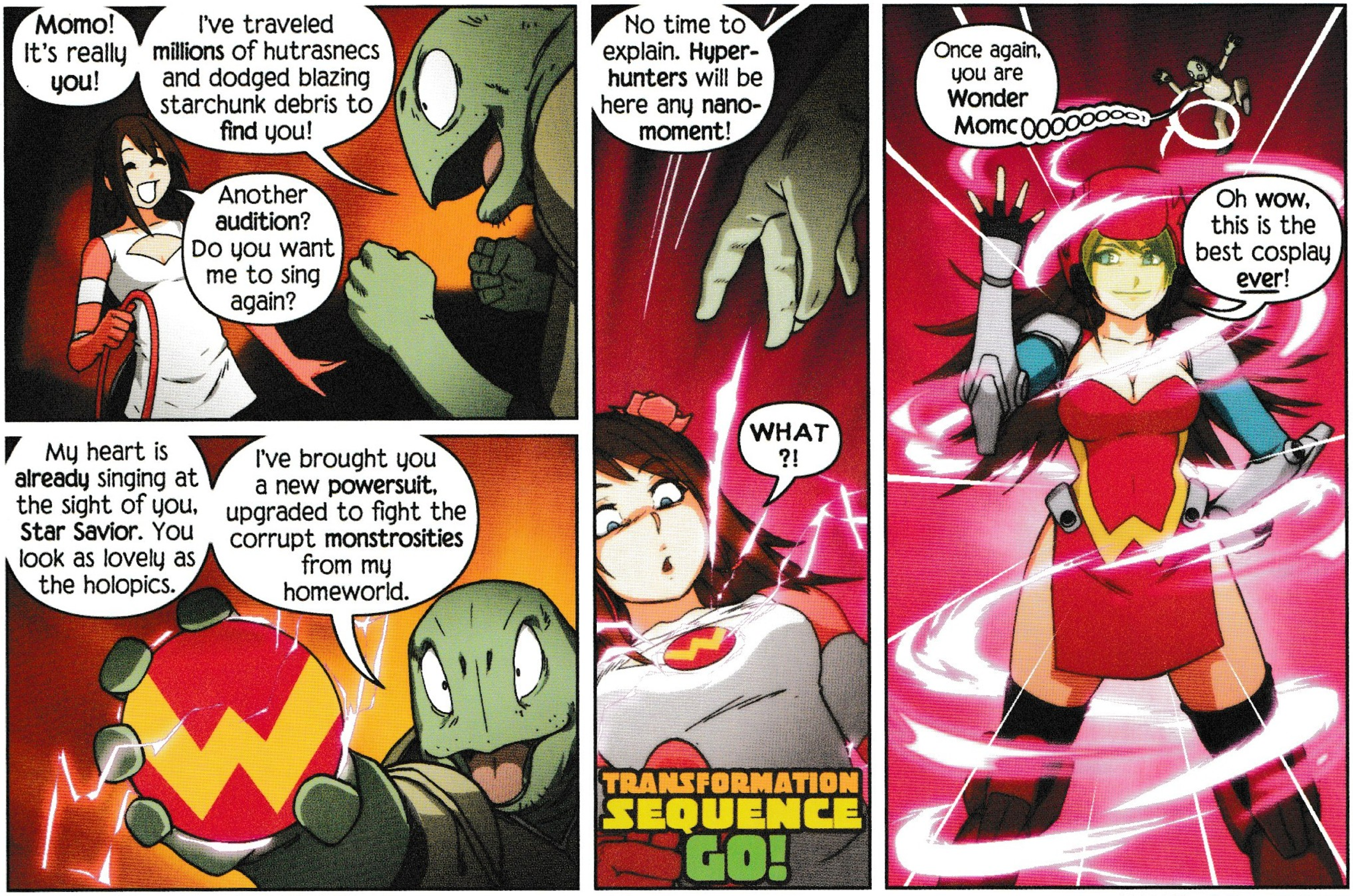
JIM: I don't know what "hutrasnecs" are, but it sounded appropriately sci-fi. I wonder if we'll ever use that measurement again?

OMAR: Panel two is the best.

ERIK: Yeah, we totally need to use "hutrasnecs" more in the future!


'85
DODGE ARIES

ROUGH LAYOUT


Momo! It's really you!
I've traveled millions of hutrasnecs and dodged blazing starchunk debris to find you!
Another audition? Do you want me to sing again?
My heart is already singing at the sight of you, Star Savior. You look as lovely as the holopics.
I've brought you a new powersuit, upgraded to fight the corrupt monstrosities from my homeworld.
No time to explain. Hyper-hunters will be here any nano-moment!
WHAT ?!
TRANSFORMATION SEQUENCE GO!
Once again, you are Wonder Momooooooooo!
Oh wow, this is the best cosplay ever!

#006: WONDER MOMO IS BACK, AGAIN?

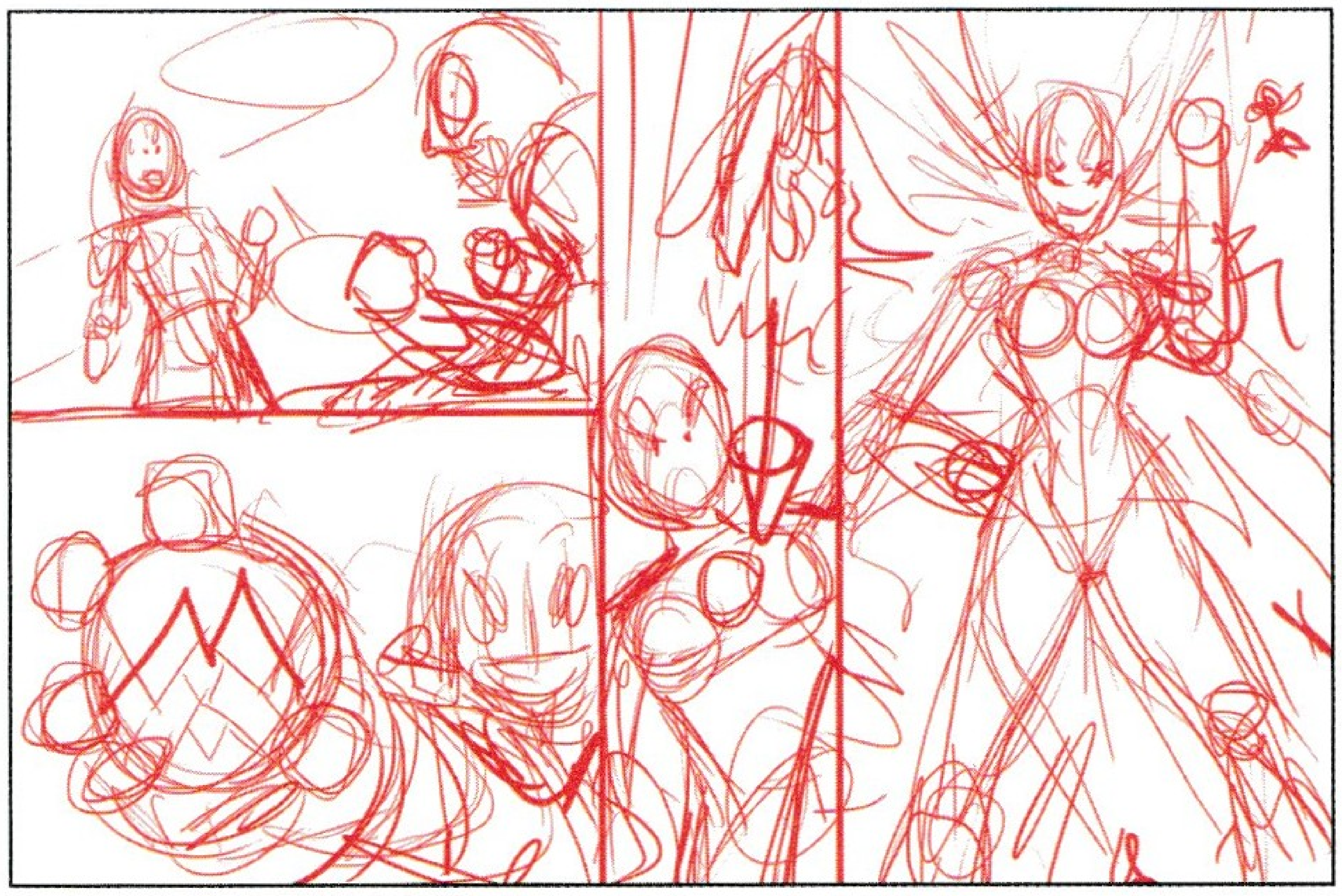
JUNE 03, 2012

COMMENTS

JIM: I like when characters have nicknames. In this case "Star Savior" doesn't come up many times, but it amuses me anyway.

OMAR: Wow. Glooder really changes in future panels, you just mark my words. Big budget FX here.

ERIK: Glooder looks much older in the beginning. Maybe the Earth atmosphere will de-age our alien friends.



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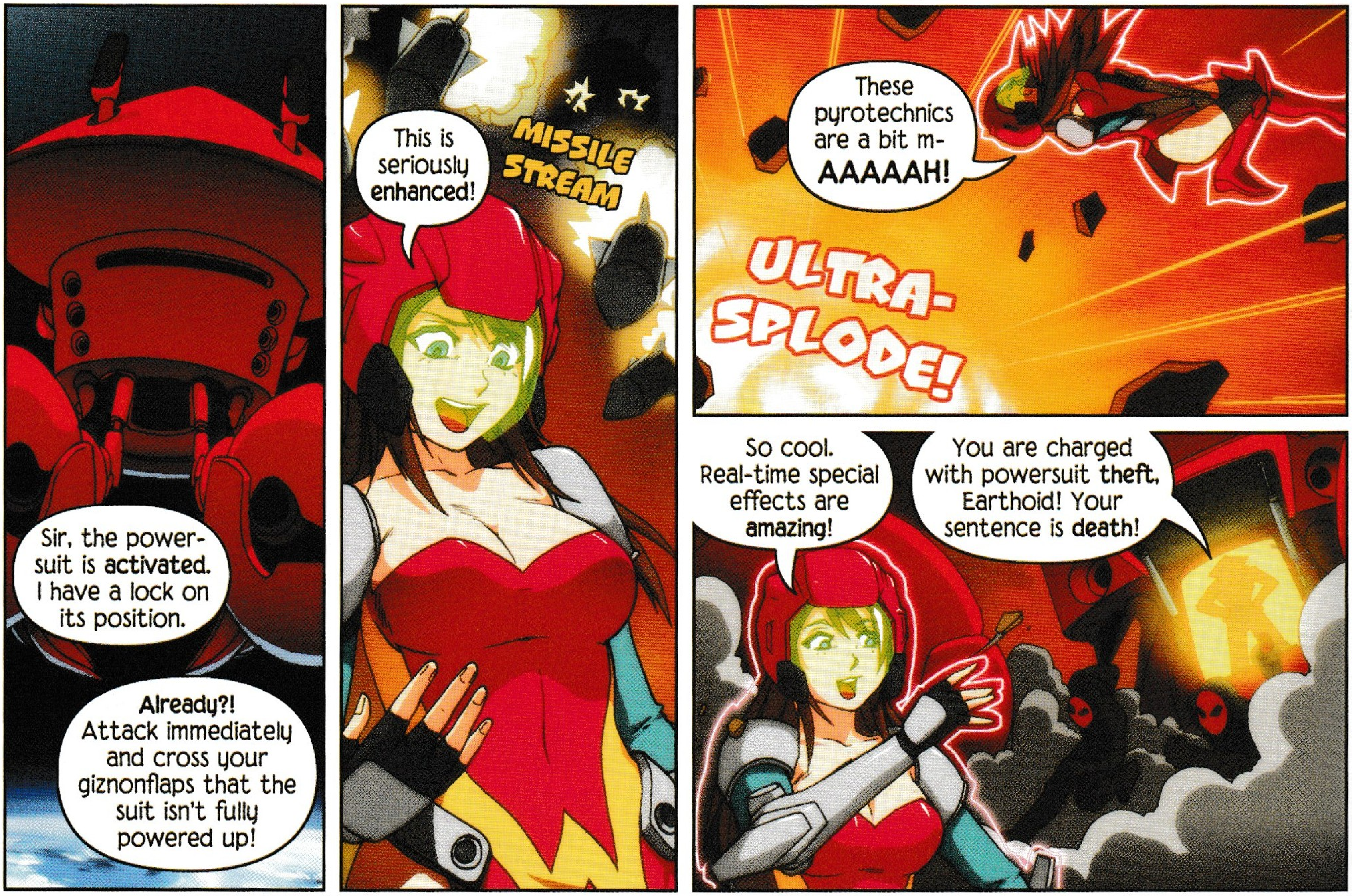

Sir, the power-suit is activated. I have a lock on its position.
Already?! Attack immediately and cross your giznonflaps that the suit isn't fully powered up!
This is seriously enhanced!
MISSILE STREAM
These pyrotechnics are a bit m-AAAAAH!
ULTRA-SPLODE!
So cool. Real-time special effects are amazing!
You are charged with powersuit theft, Earthoid! Your sentence is death!

#007: PYROTECHNICS

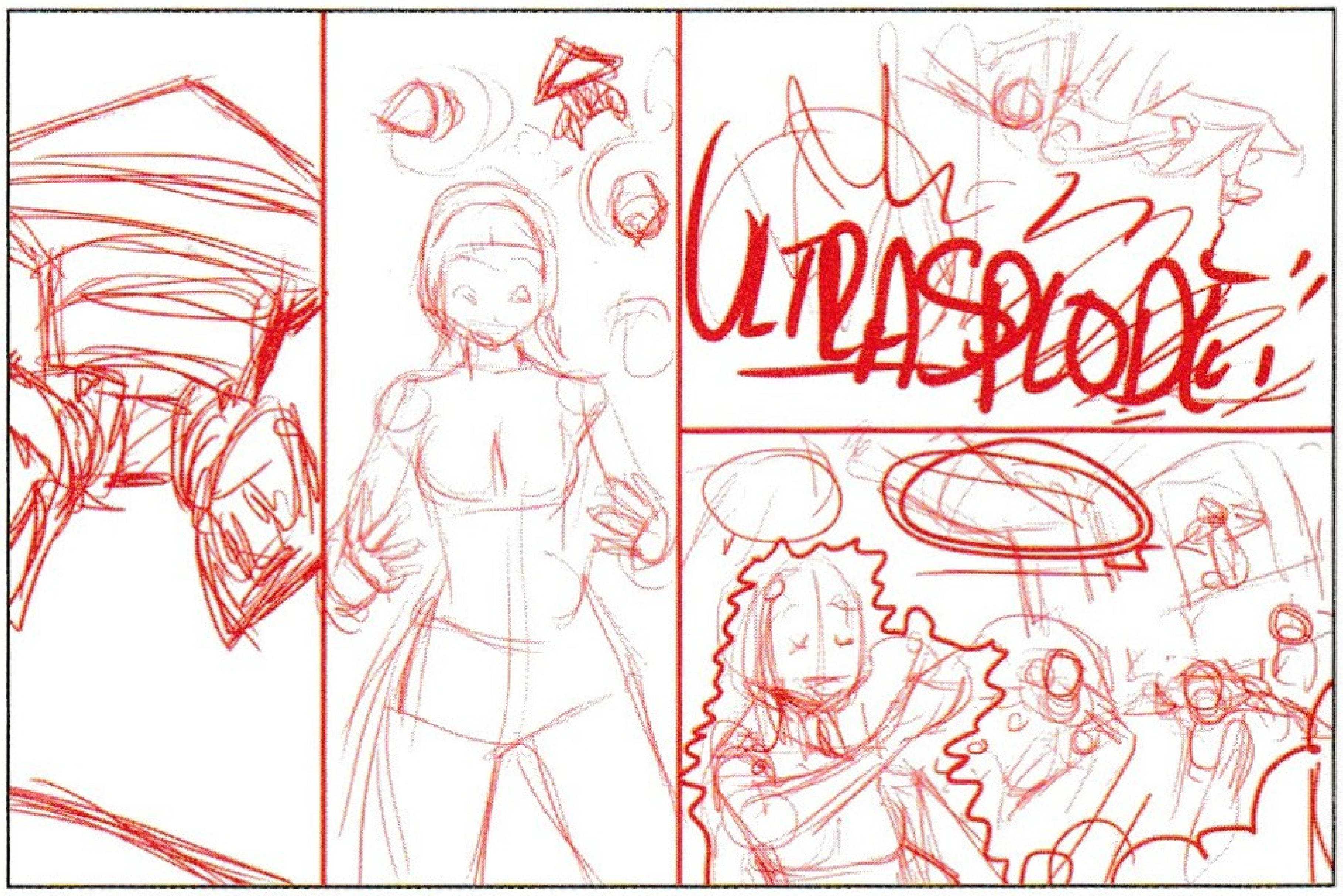
JUNE 05, 2012

COMMENTS

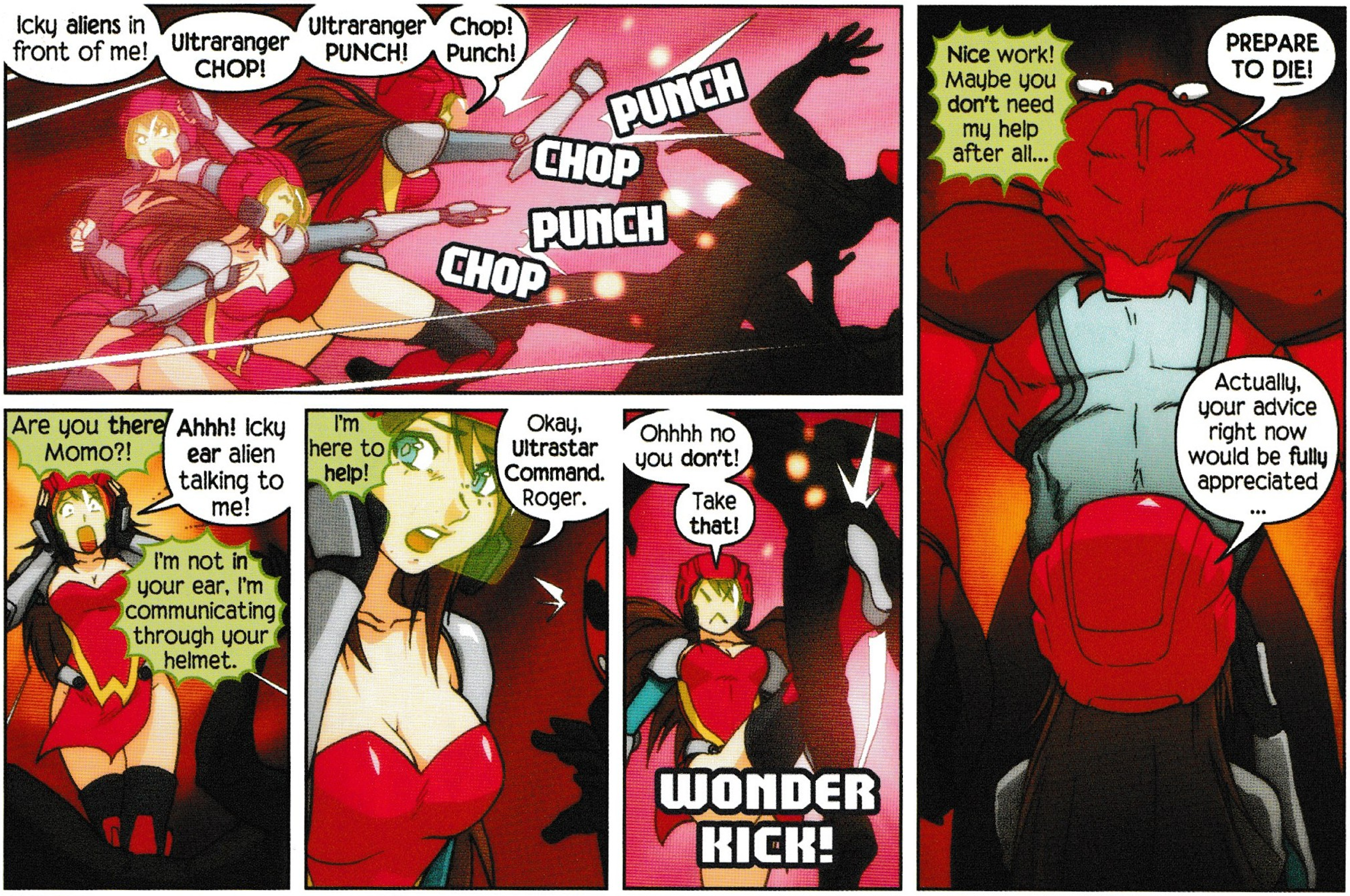
JIM: Dim-witted characters not understanding they're in danger is another anime staple. We went back and forth about whether the aliens should call humans "Earthnoids" or "Earthoids". The one with fewer letters won out.

OMAR: The crab/lobster ship was my design. That protective aura around her only appears in this panel and never again.

ERIK: The idea of a powersuit is that it enhances everything, and that also includes body shape! Yeah, very anime!


ULTRASPLODE!

ROUGH LAYOUT


Icky aliens in front of me!
Ultraranger CHOP!
Ultraranger PUNCH!
Chop! Punch!
PUNCH
CHOP
PUNCH
CHOP
Nice work! Maybe you don't need my help after all...
PREPARE TO DIE!
Are you there Momo?!
Ahhh! Icky ear alien talking to me!
I'm not in your ear, I'm communicating through your helmet.
I'm here to help!
Okay, Ultrastar Command. Roger.
Ohhhh no you don't!
Take that!
WONDER KICK!
Actually, your advice right now would be fully appreciated ...

#008: WONDER ATTACKS

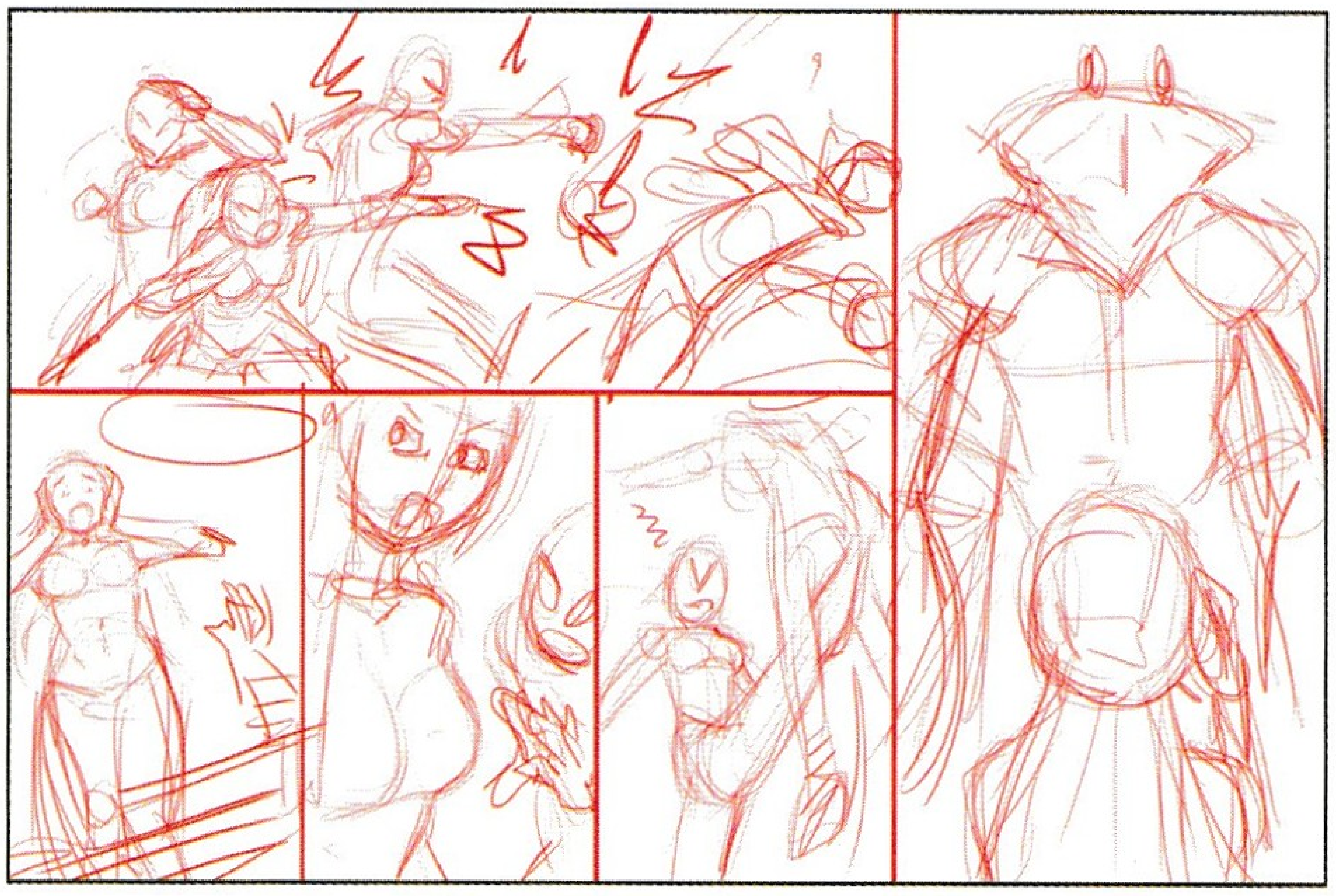
JUNE 08, 2012

COMMENTS

JIM: Lots of stuff in this strip, but Omar balanced it really well.

OMAR: That goon in panel three was asking for it.

ERIK: I really like Momoko's face in panel three. More of that "innocent girl" look from the beginning of the story.



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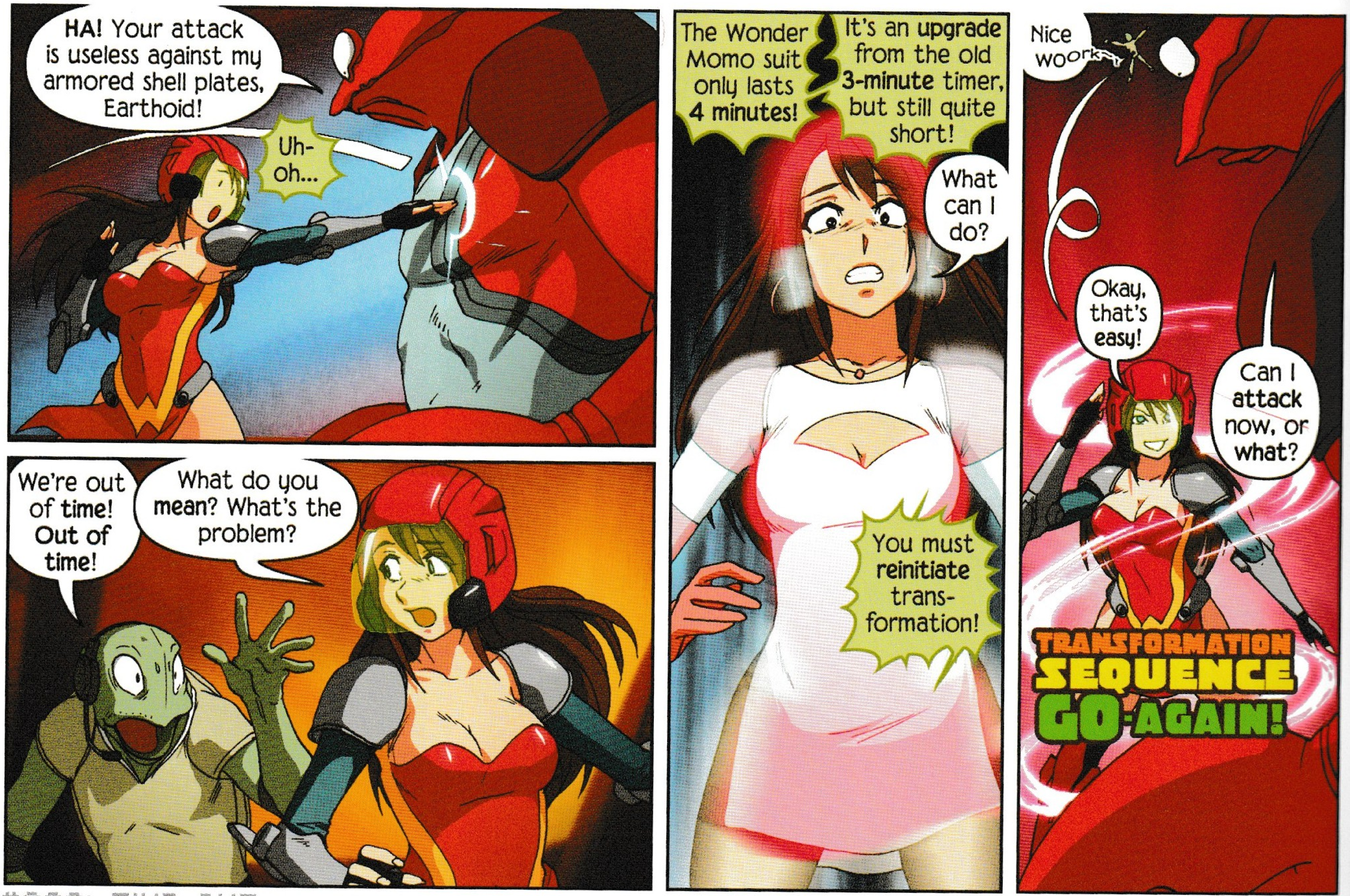

HA! Your attack is useless against my armored shell plates, Earthoid!
Uh-oh...
We're out of time! Out of time!
What do you mean? What's the problem?
The Wonder Momo suit only lasts 4 minutes!
It's an upgrade from the old 3-minute timer, but still quite short!
What can I do?
You must reinitiate trans-formation!
Nice woork—
Okay, that's easy!
Can I attack now, or what?
TRANSFORMATION SEQUENCE GO-AGAIN!

#003: TIME OUT

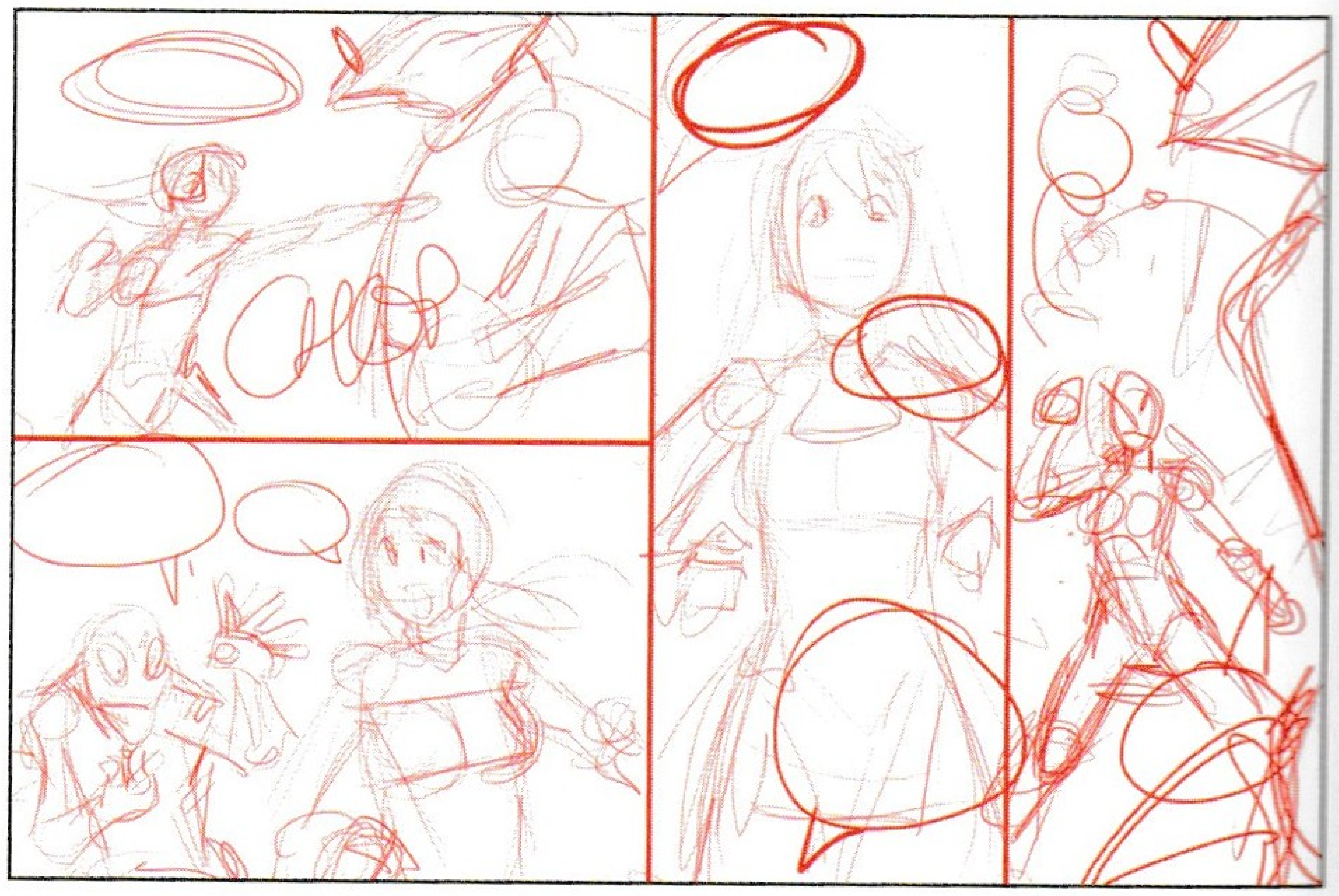
JUNE 12, 2012

COMMENTS

JIM: In the original *Wonder Momo* game, she has a time limit on her transformation. We play with that element in the comic quite a bit.

OMAR: Regarding panel two, I decided later that Glooder should have teeth.

ERIK: This is basically a riff on the original game – you transform, then go back to normal, then transform again, and the cycle goes on and on. But for the comic, it's really hard to keep track of that timer… what shall we do?



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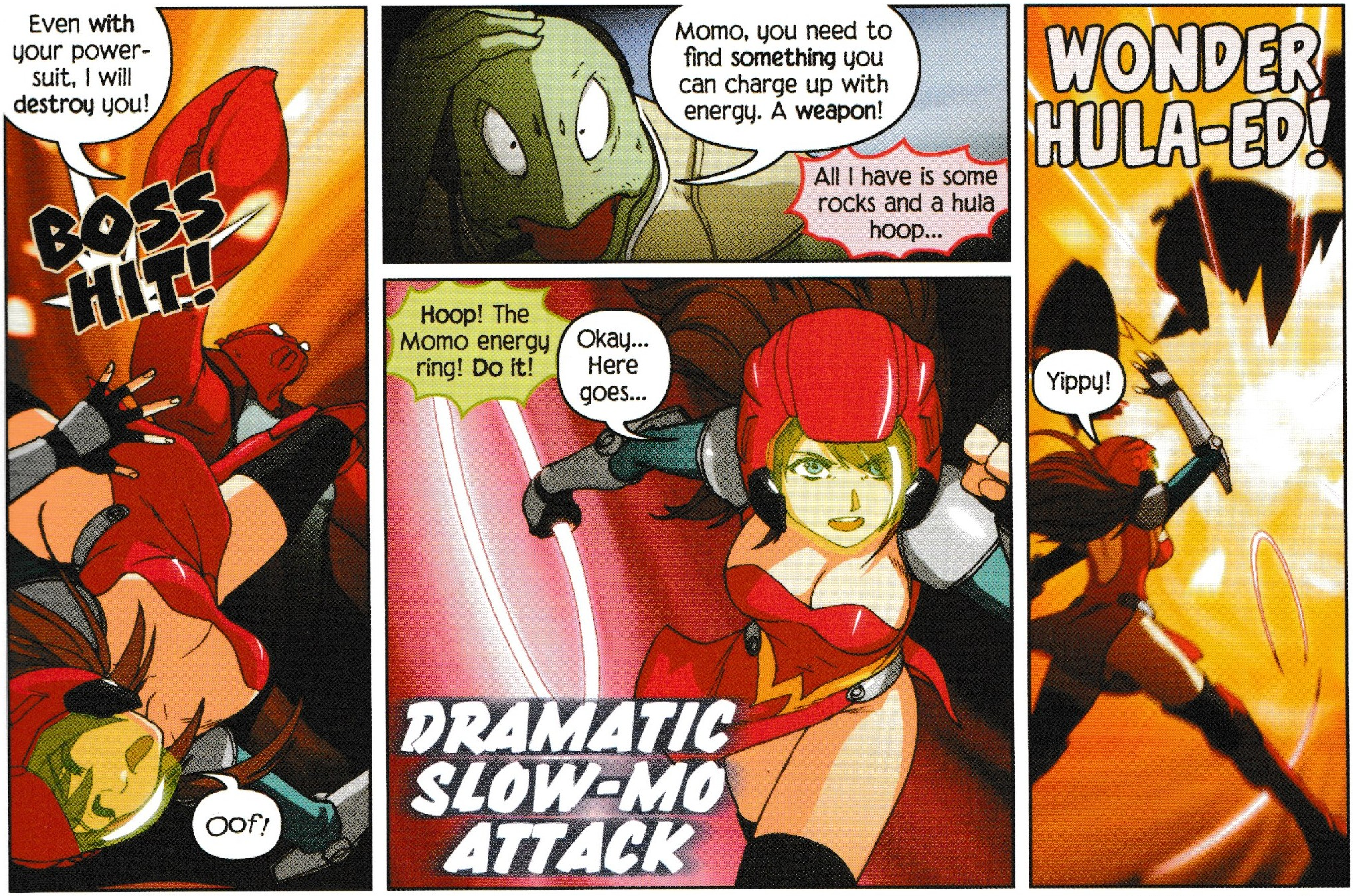

Even with your power-suit, I will destroy you!
BOSS HIT!
Oof!
Momo, you need to find something you can charge up with energy. A weapon!
All I have is some rocks and a hula hoop...
Hoop! The Momo energy ring! Do it!
Okay... Here goes...
DRAMATIC SLOW-MO ATTACK
WONDER HULA-ED!
Yippy!

#010: HULA HOPE

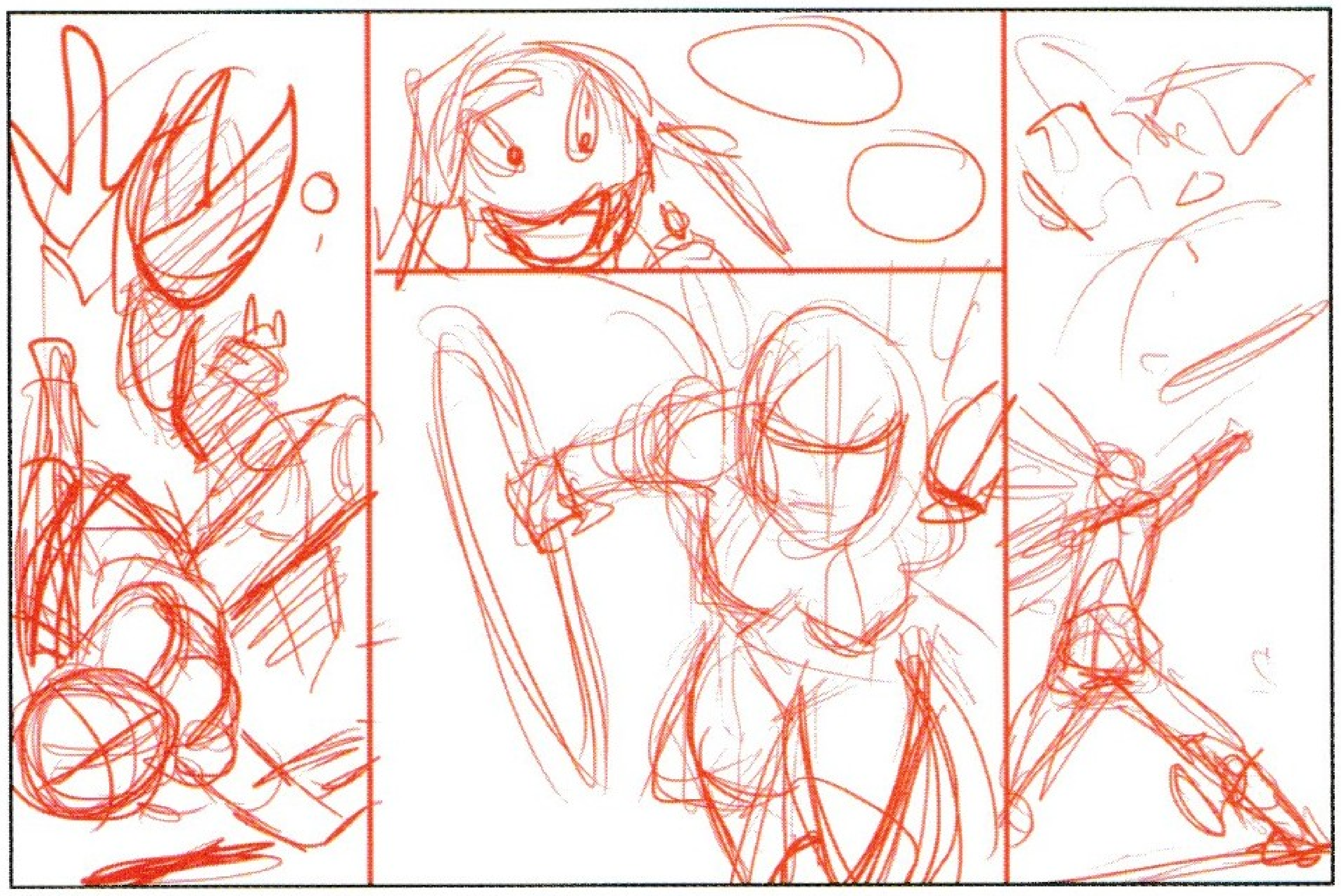
JUNE 15, 2012

COMMENTS

JIM: Having a hula hoop as a primary weapon may seem weak, but once it's Wonder-powered, it does the job.

OMAR: There's good momentum from panel three to four.

ERIK: The whole reason she was singing and dancing with a hula hoop in the beginning was to justify her having a hoop now, so she can use it as a weapon. The energy hoop is indeed one of Wonder Momo's signature weapons in the original game.



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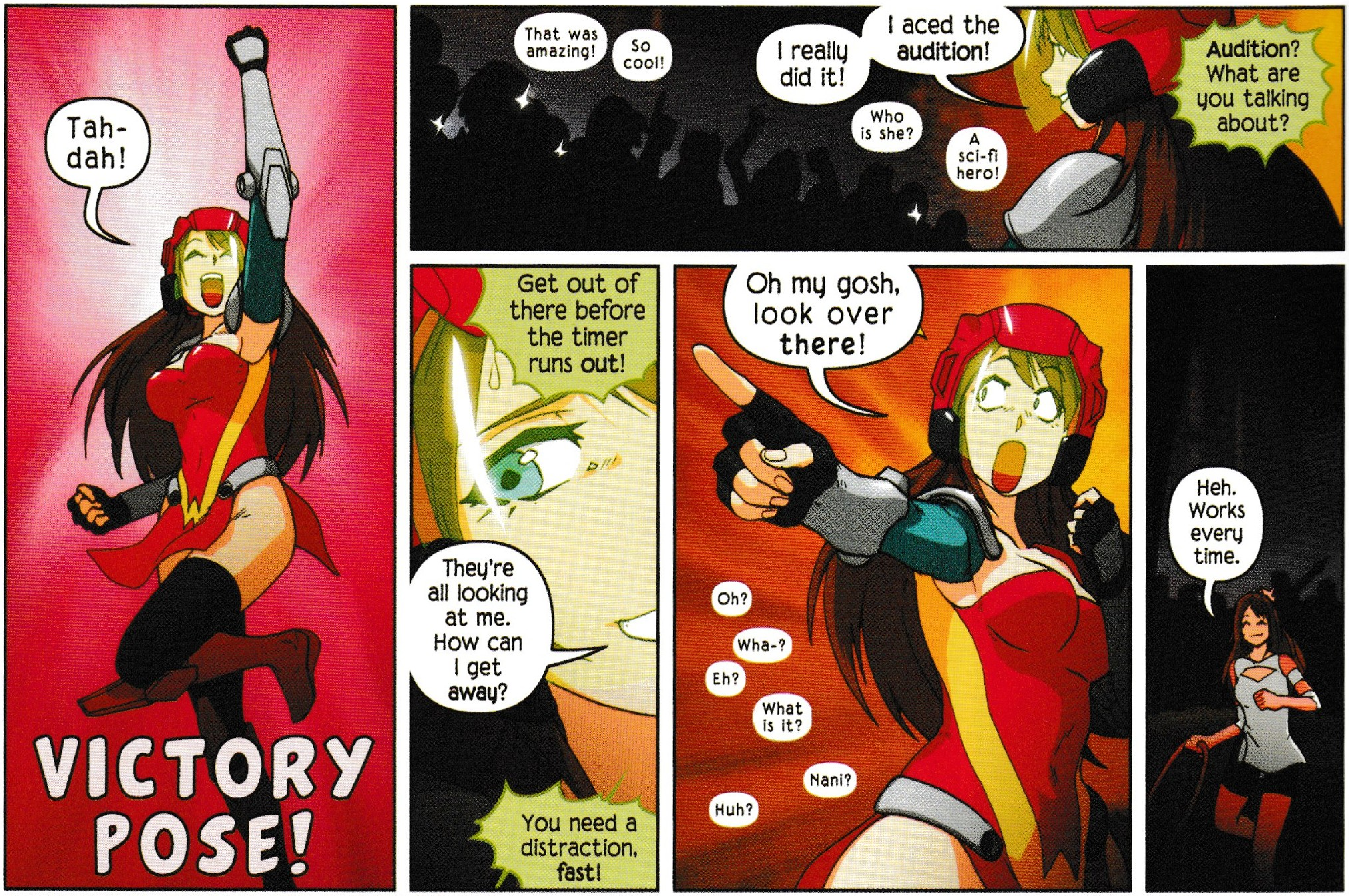
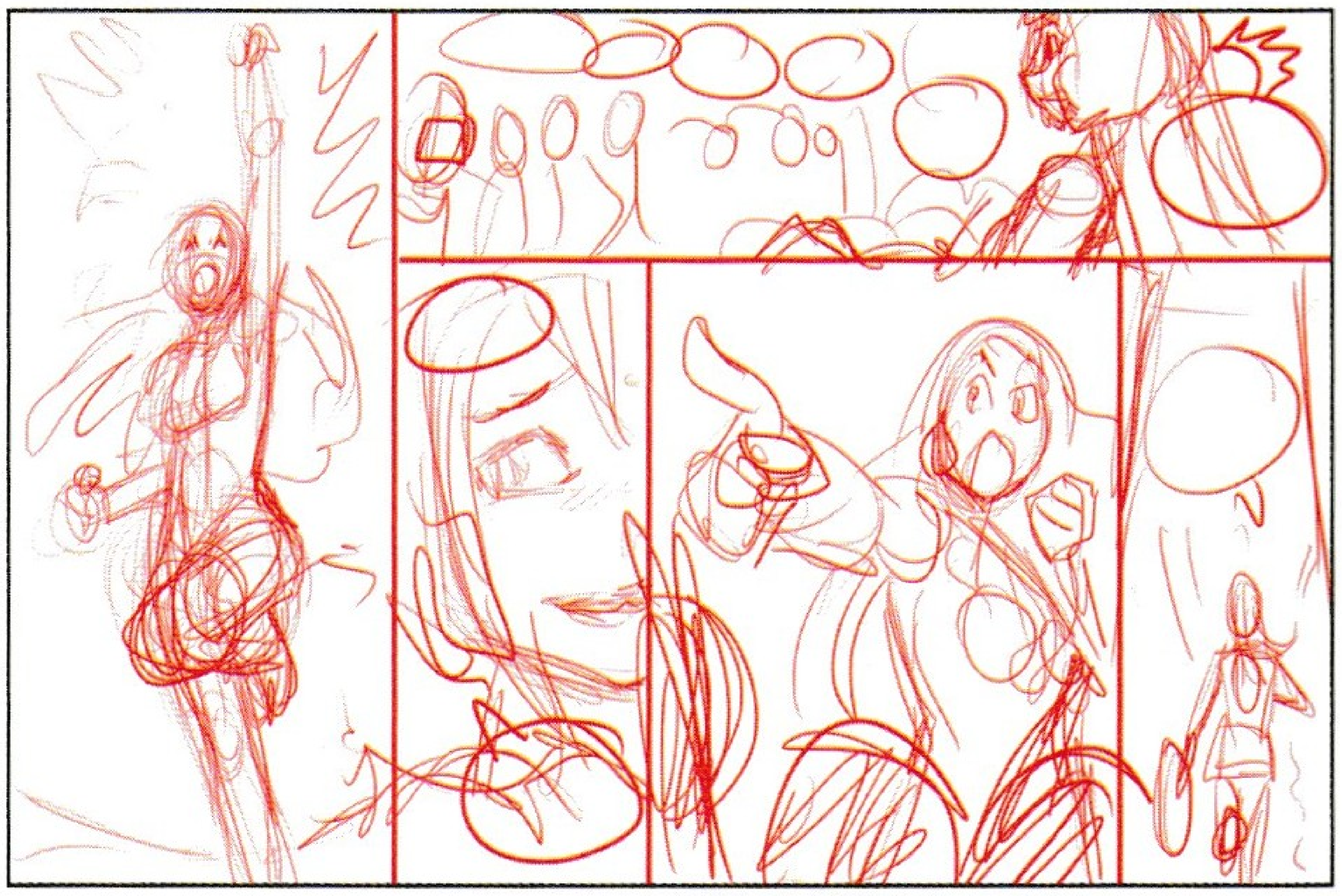

Tah-dah!
VICTORY POSE!
That was amazing!
So cool!
I really did it!
I aced the audition!
Who is she?
A sci-fi hero!
Audition? What are you talking about?
Get out of there before the timer runs out!
They're all looking at me. How can I get away?
You need a distraction, fast!
Oh my gosh, look over there!
Oh?
Wha-?
Eh?
What is it?
Nani?
Huh?
Heh. Works every time.

#011: THE PERFECT DISTRACTION JUNE 13, 2012

COMMENTS

JIM: I use those little crowd "chatter balloons" in a lot of my comic writing. I like having a little "peanut gallery" of goofy things being said by regular people when they see something unbelievable.

ERIK: Hey – what is Glooder talking about? Her timer ran out before already, was there no audience there before? Oh well...



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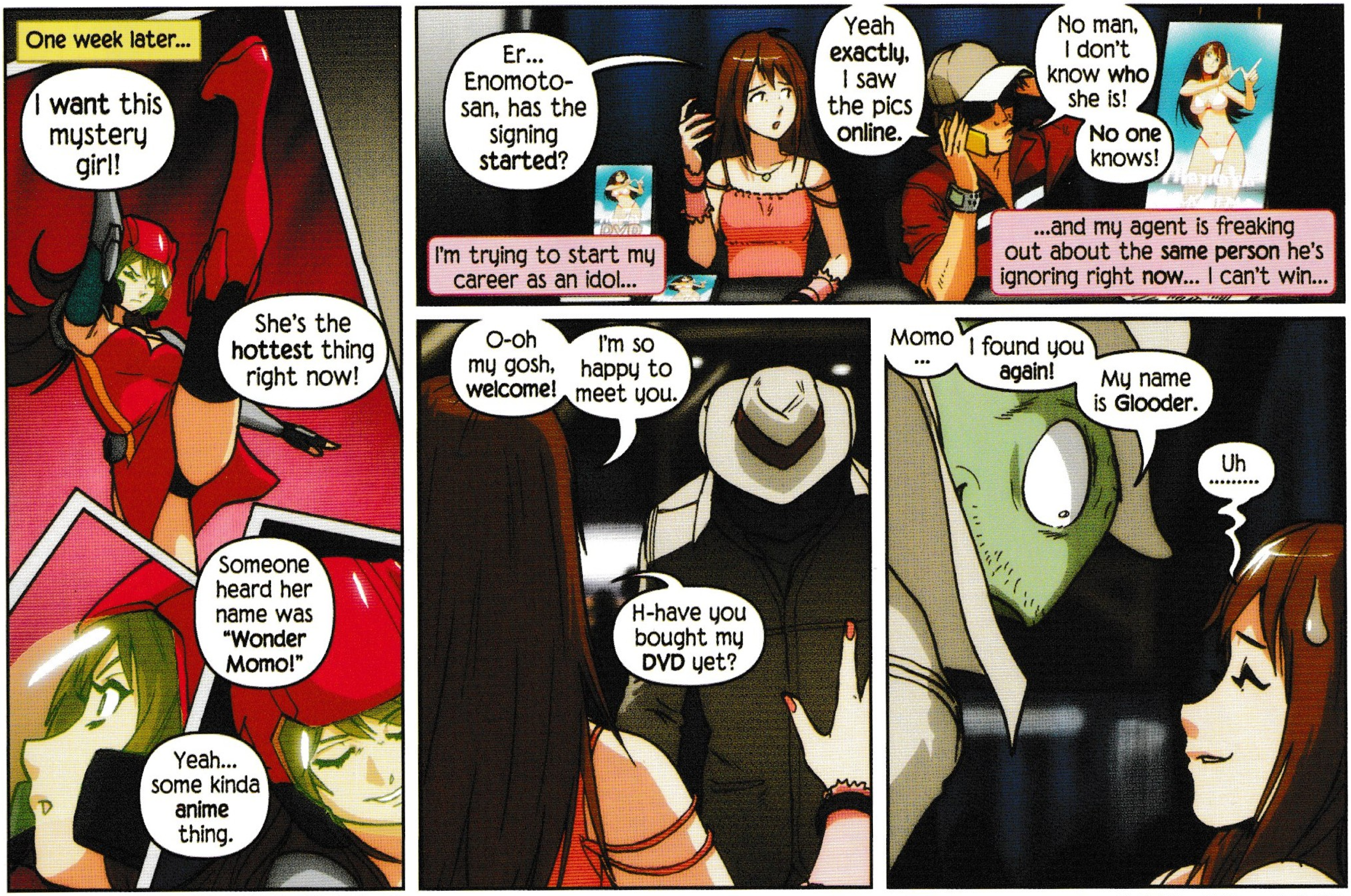

One week later...
I want this mystery girl!
She's the hottest thing right now!
Someone heard her name was "Wonder Momo!"
Yeah... some kinda anime thing.
Er... Enomoto-san, has the signing started?
Yeah exactly, I saw the pics online.
No man, I don't know who she is!
No one knows!
I'm trying to start my career as an idol...
...and my agent is freaking out about the same person he's ignoring right now... I can't win...
DVD
O-oh my gosh, welcome!
I'm so happy to meet you.
H-have you bought my DVD yet?
Momo ...
I found you again!
My name is Glooder.
Uh ....

#012: MOMO'S BIGGEST FAN

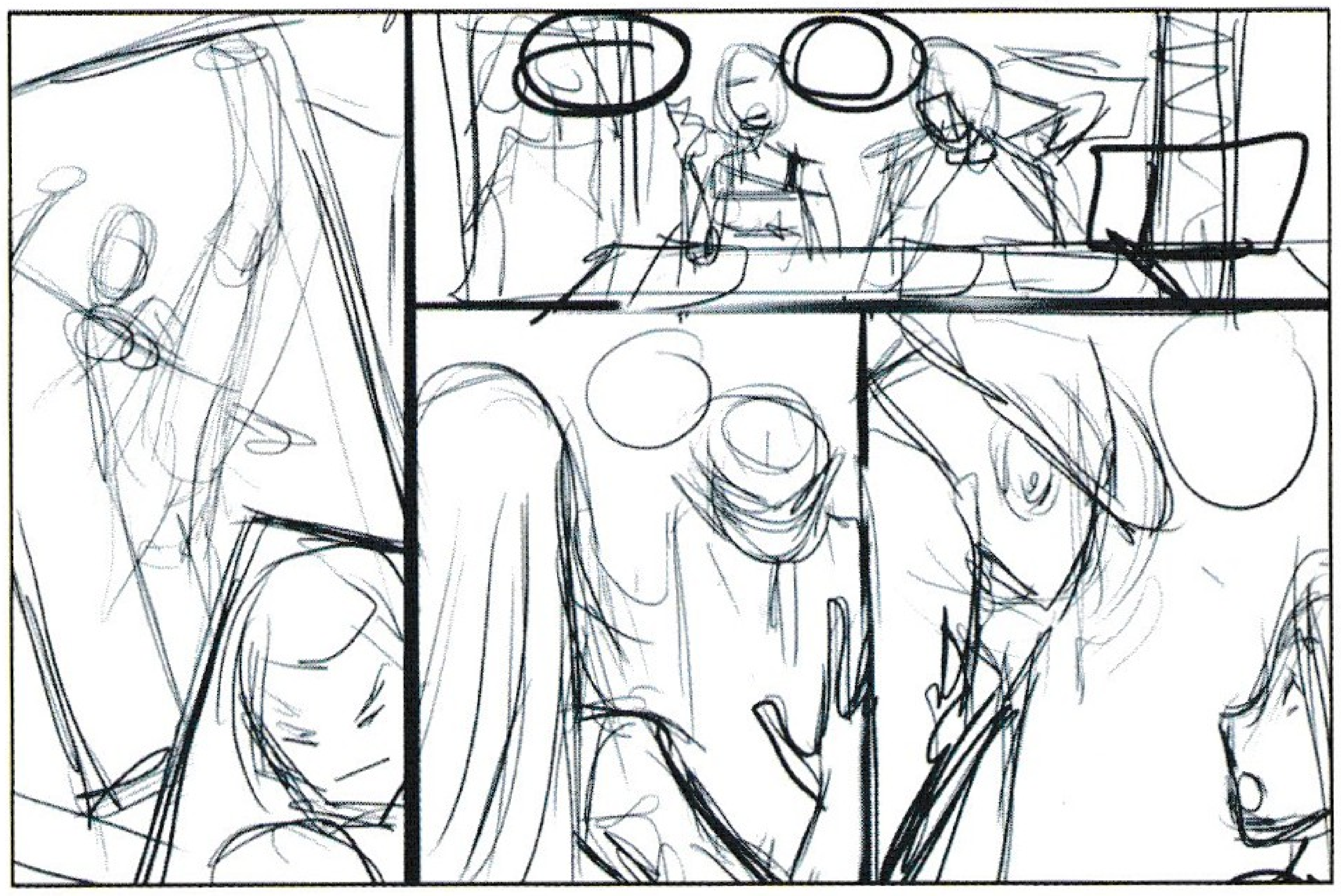
JUNE 22, 2012

COMMENTS

JIM: This strip starts the second major "act" of the story. We've established Momoko, and now the story starts throwing more challenges at her. In my mind, if this was an anime, this would be the start of episode two.

OMAR: I'm not sure if Momoko's wannabe pop idol career is known to her mother or not. Glooder looking like a complete stalker was fully intended.

ERIK: How did Glooder get past security? Also, the name "Enomoto" is a tribute to a long-time friend of UDON.



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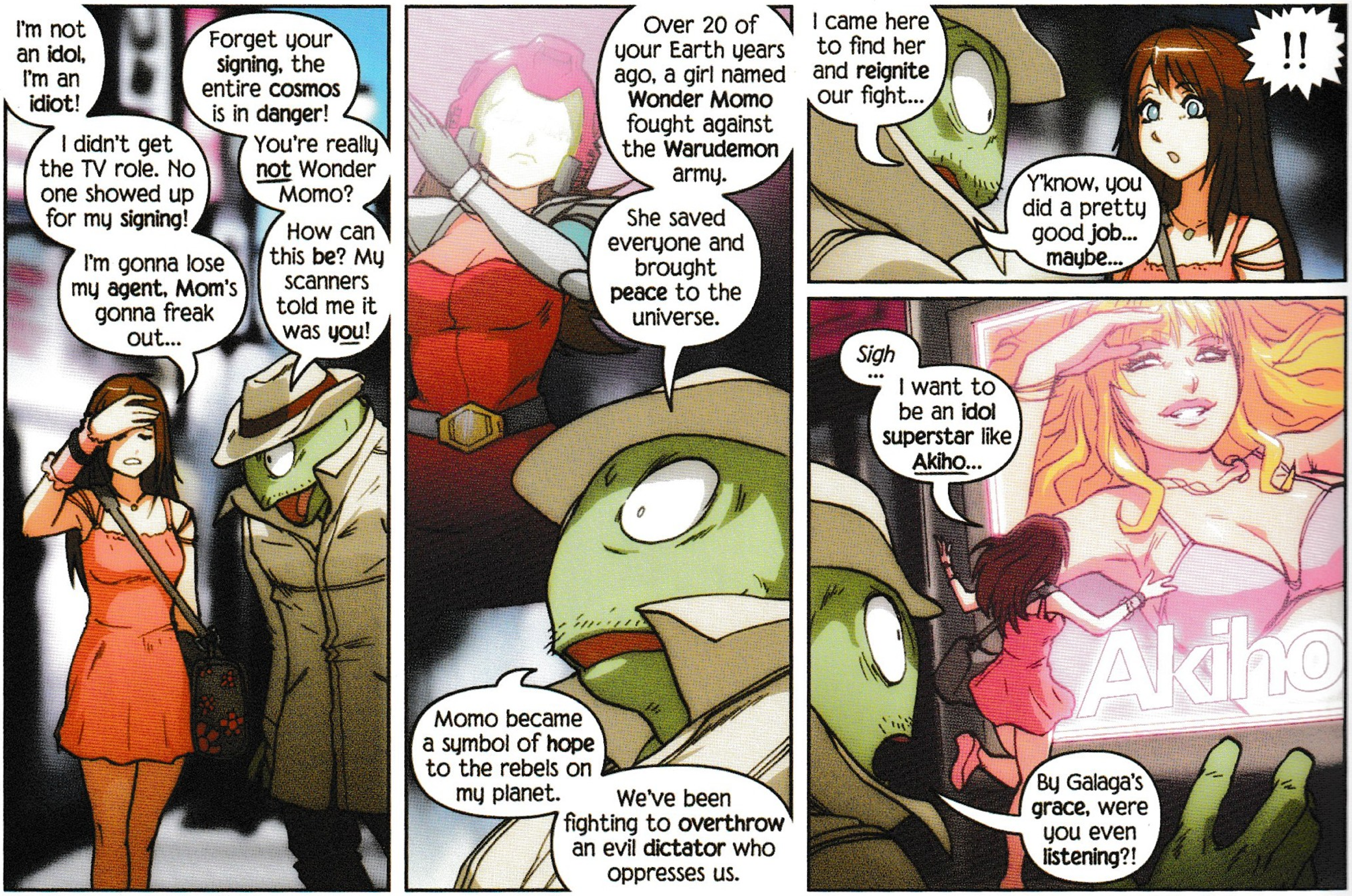

I'm not an idol, I'm an idiot!
I didn't get the TV role. No one showed up for my signing!
I'm gonna lose my agent, Mom's gonna freak out...
Forget your signing, the entire cosmos is in danger!
You're really not Wonder Momo?
How can this be? My scanners told me it was you!
Over 20 of your Earth years ago, a girl named Wonder Momo fought against the Warudemon army.
She saved everyone and brought peace to the universe.
Momo became a symbol of hope to the rebels on my planet.
We've been fighting to overthrow an evil dictator who oppresses us.
I came here to find her and reignite our fight...
!!
Y'know, you did a pretty good job... maybe...
Sigh...
I want to be an idol superstar like Akiho...
Akiho
By Galaga's grace, were you even listening?!

#013: MISTAKEN IDENTITY

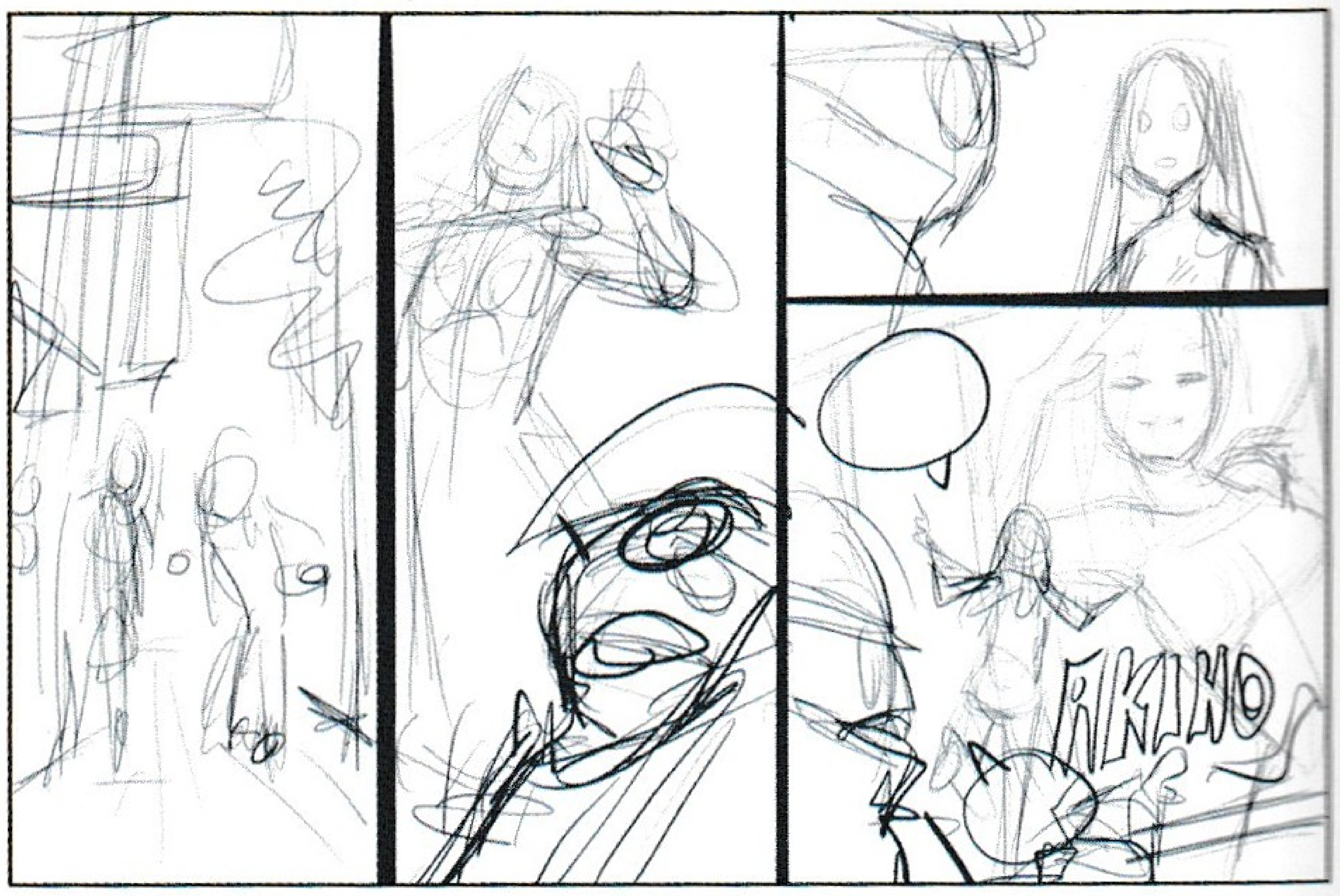
JUNE 26, 2012

COMMENTS

JIM: Fans reading the story online as it was released weren't sure if our version of *Wonder Momo* was invalidating the original game and storyline, but this strip makes it clear that the original Momo existed and that everything from the game is canon in our story.

OMAR: Glooder gets teeth, I promise. Aki looks a bit too old in the poster.

ERIK: The whole idea for this *Wonder Momo* comic was to remake the character. But the original Momo has such a rich history that we really didn't want to ignore it. I am glad that they accepted our plan to make the comic an extension of the old game.



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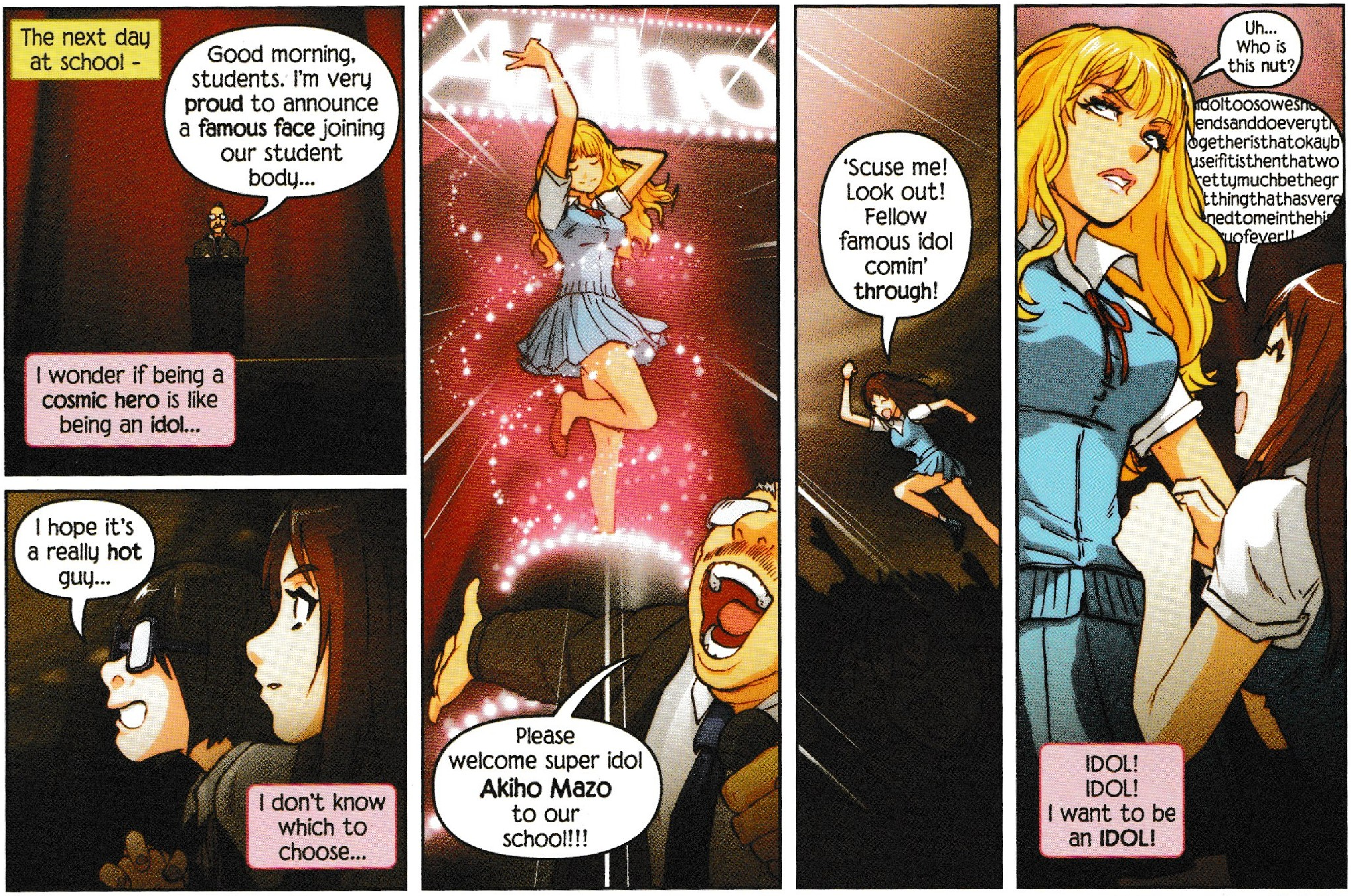

The next day at school -
Good morning, students. I'm very proud to announce a famous face joining our student body...
I wonder if being a cosmic hero is like being an idol...
I hope it's a really hot guy...
I don't know which to choose...
Akiho
Please welcome super idol Akiho Mazo to our school!!!
'Scuse me! Look out! Fellow famous idol comin' through!
Uh... Who is this nut?
idoltoosowesho
endsanddoeveryth
ogetheristhatokayb
useifitisthenthatwo
rettymuchbethegr
tthingthathasvere
nedtomeinthehi
uofever!!
IDOL! IDOL! I want to be an IDOL!

#014: IDOL WORSHIP

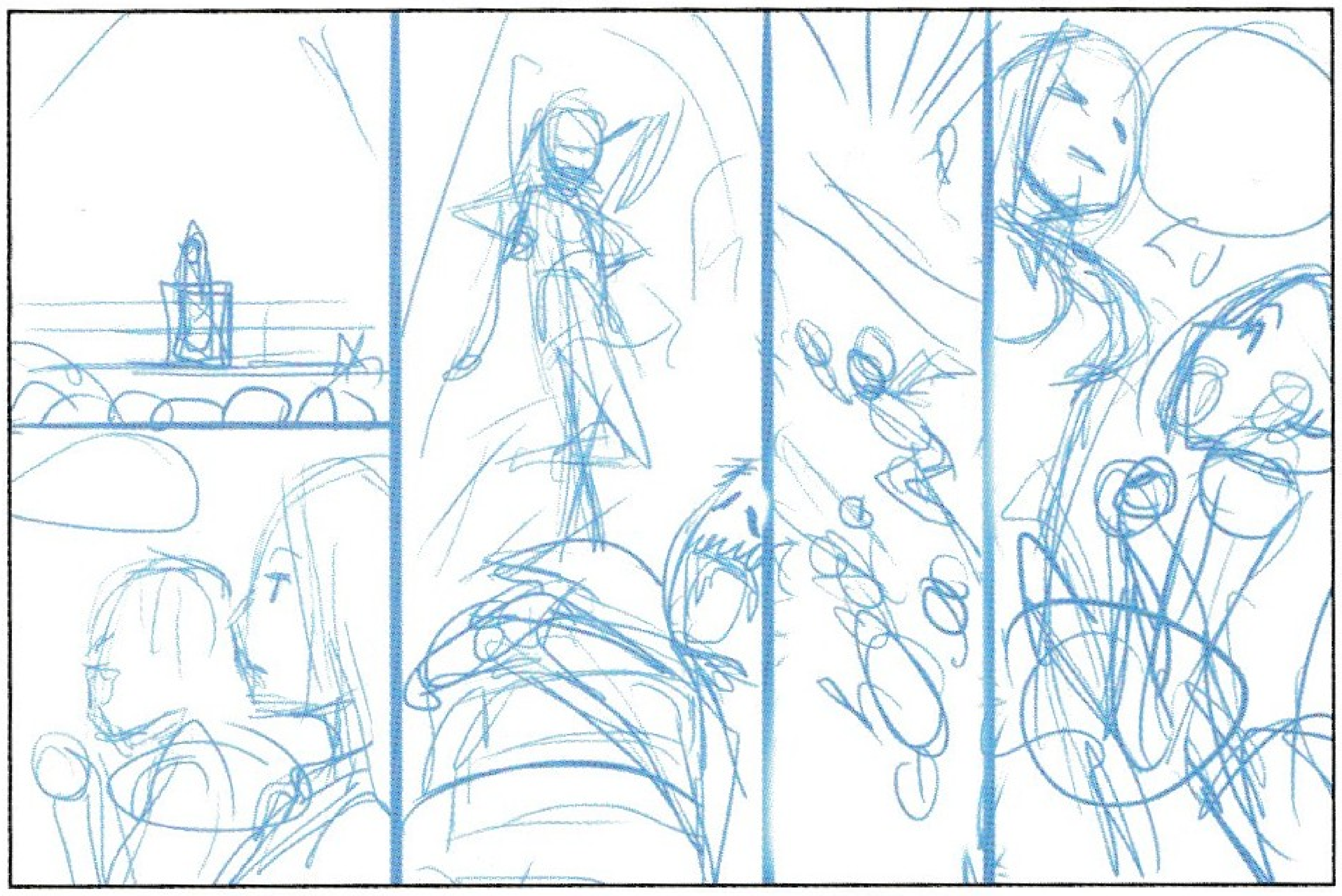
JUNE 29, 2012

COMMENTS

JIM: Aki is a character who I thought would be kind of one-note, but the more she did in the story, the more I liked her. She's someone Momoko aspires to be, but also an example of the worst aspects of fame and recognition.

OMAR: I'm happy with the complete contrast in the principal's pose. Though if Aki is rich, I wonder why she would go to this school?

ERIK: I made up the name "Akiho Mazo" to sound like "Amazona". Later on, everyone just called her Aki, 'cuz that is a more common name than Akiho. Where does the name Akiho come from, then...? I will just keep that to myself...



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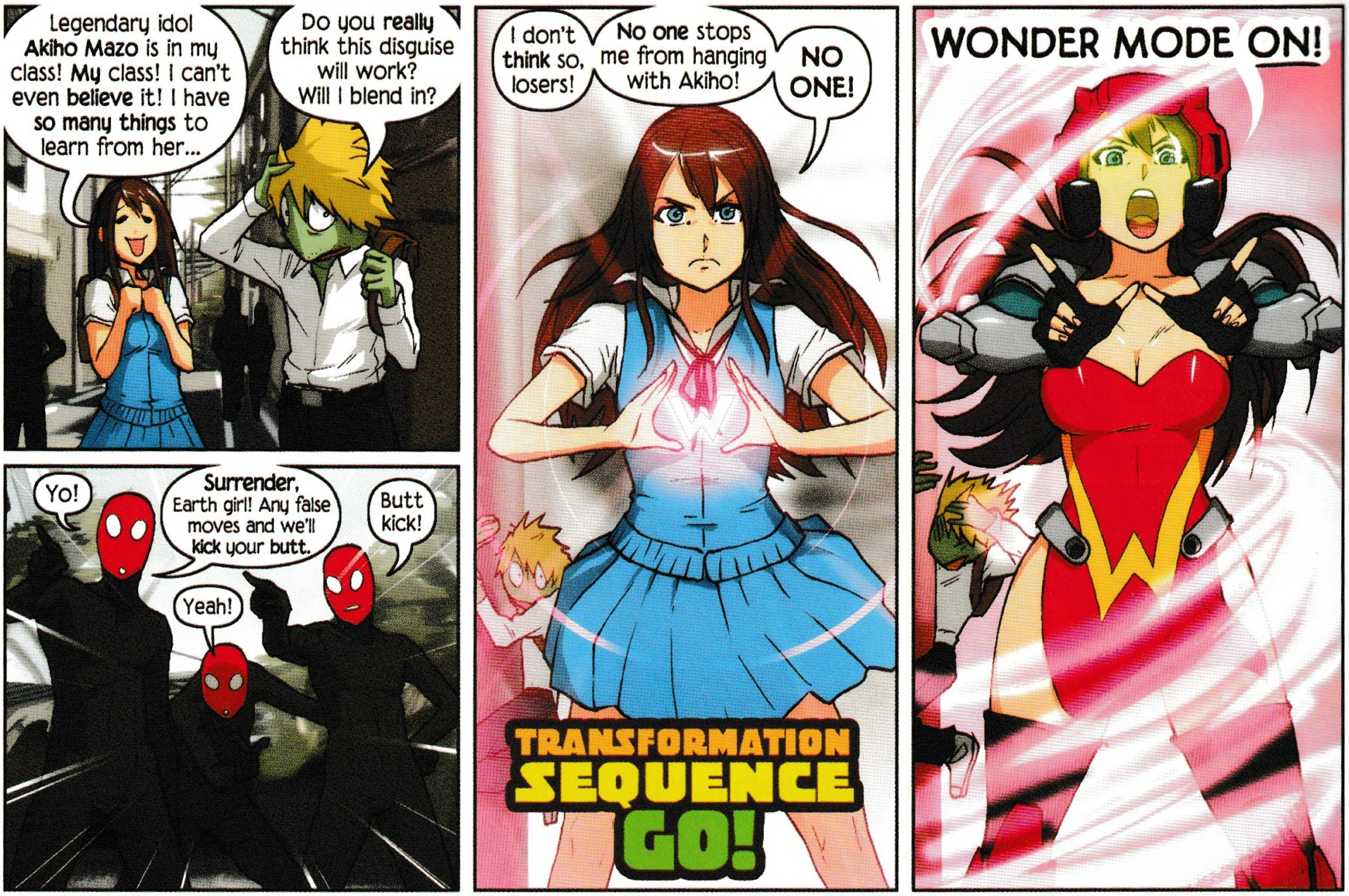

Legendary idol Akiho Mazo is in my class! My class! I can't even believe it! I have so many things to learn from her...
Do you really think this disguise will work? Will I blend in?
Yo!
Surrender, Earth girl! Any false moves and we'll kick your butt.
Butt kick!
Yeah!
I don't think so, losers!
No one stops me from hanging with Akiho!
NO ONE!
TRANSFORMATION SEQUENCE GO!
WONDER MODE ON!

#015: IDOL FURY

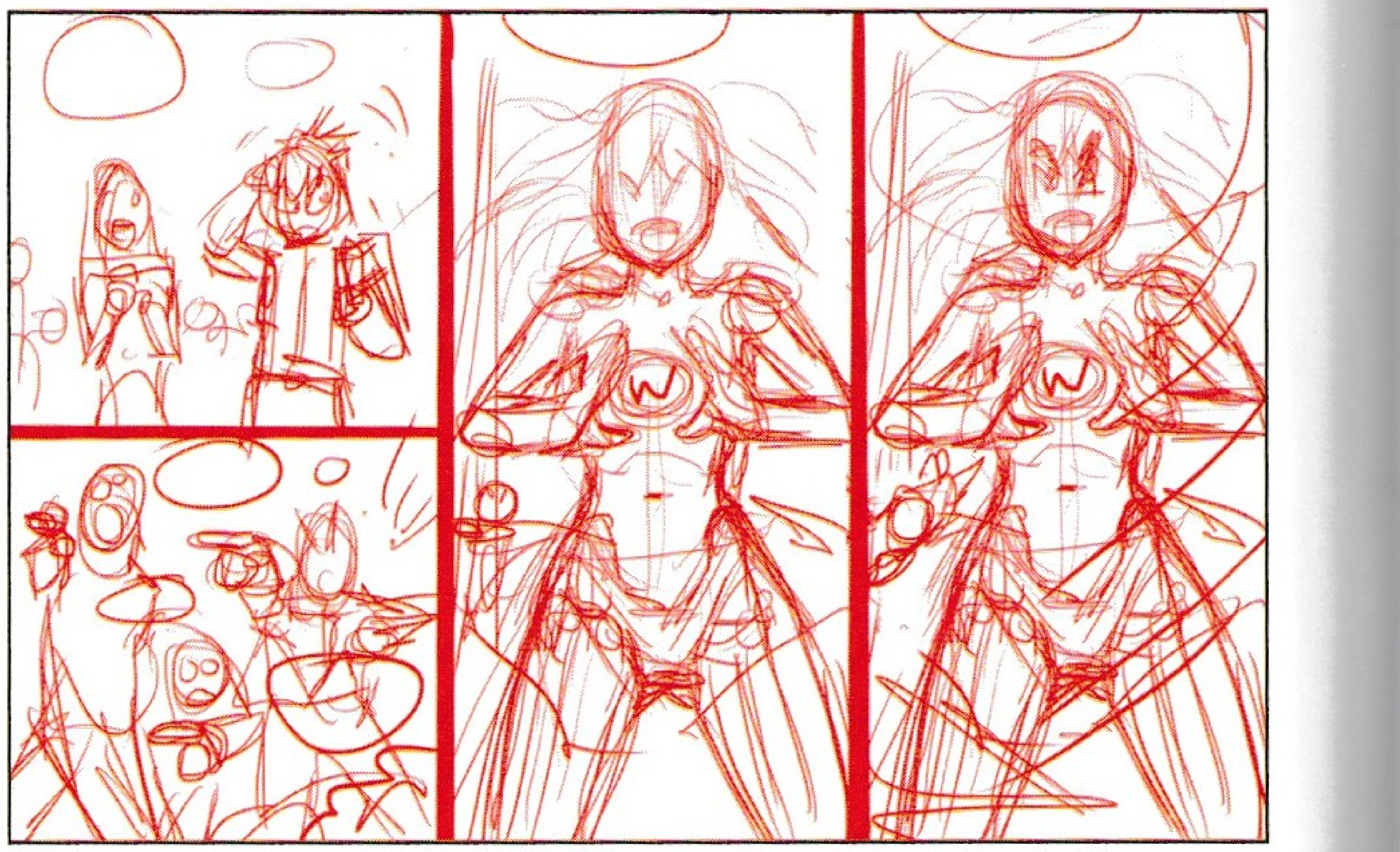
JULY 03, 2012

COMMENTS

JIM: Momoko is way more confident here. With the comic strip format, we have to push ahead with scenes far more quickly than in animation or a manga.

OMAR: Glooder gets a blond wig, and he is now officially trendy. Here, I decided that all goons must have some sort of weird pose and consistently look like a pack of fools.

ERIK: I love the fact that our up-and-coming idol has a bigger idol who turns out to be her rival too! Also, in this strip, Glooder started getting younger and younger… all because of the wig?



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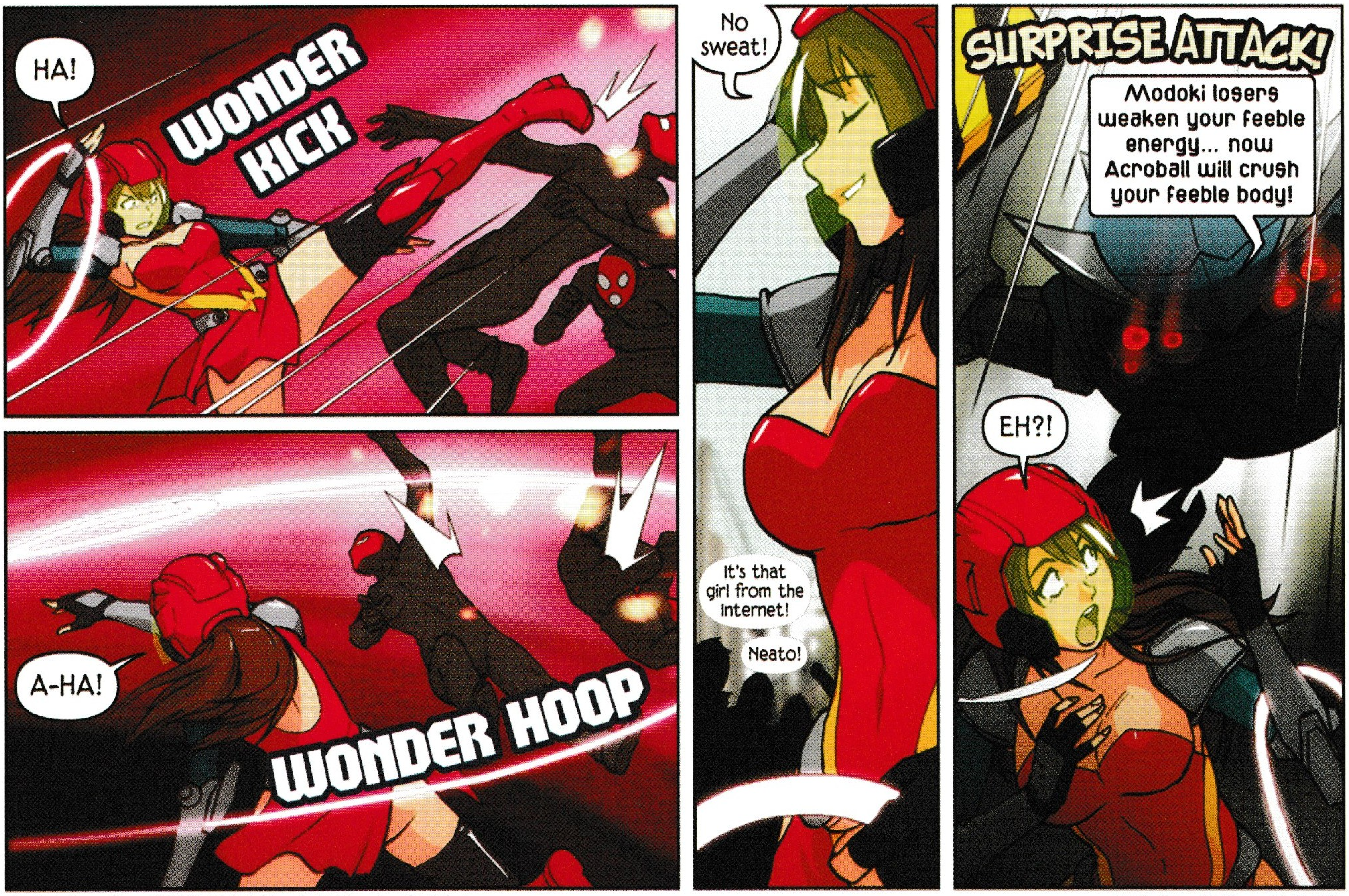

HA!
WONDER KICK
A-HA!
WONDER HOOP
No sweat!
It's that girl from the internet!
Neato!
SURPRISE ATTACK!
Modoki losers weaken your feeble energy... now Acroball will crush your feeble body!
EH?!

#016: 3 STRIKES AND 1 BALL

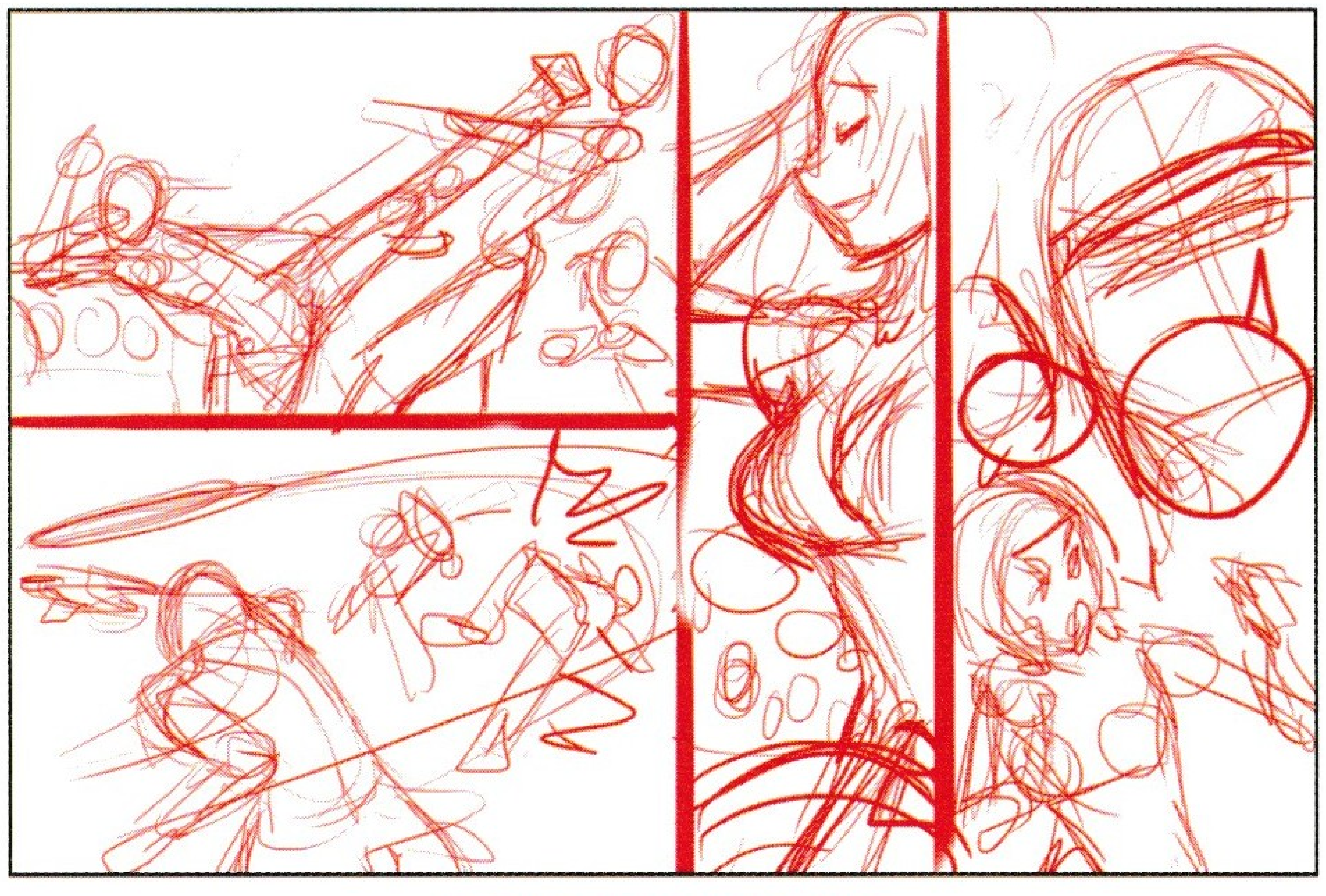
JULY 06, 2012

COMMENTS

JIM: Acroball is a baddie from the original *Wonder Momo* video game. This whole section is about re-introducing a lot of those ridiculous opponents one after another.

OMAR: I really like panel two, with her Wonder Hoop attack and the goons flying.

ERIK: We have been using the original baddies as inspiration for our versions of the bad guys. Life just keeps repeating in each generation. Both Momos face their own versions of the same bad guys – it's sort of a rule for all tokusatsu shows that each generation will have their own spider, cat, and lizard monsters, etc.



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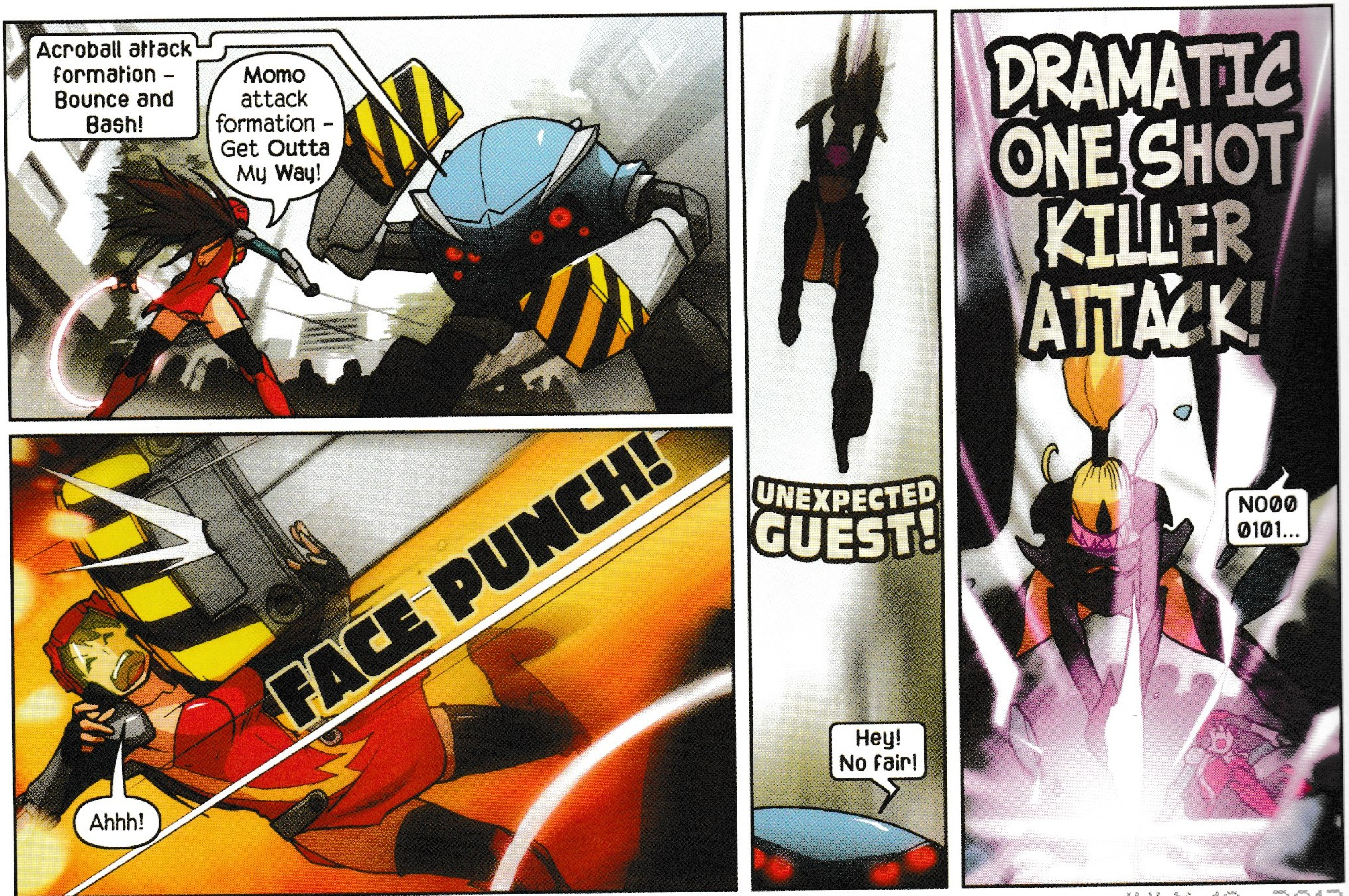

Acroball attack formation – Bounce and Bash!
Momo attack formation – Get Outta My Way!
FACE PUNCH!
Ahhh!
UNEXPECTED GUEST!
Hey! No fair!
DRAMATIC ONE SHOT KILLER ATTACK!
NO00 0101...

#017: UNEXPECTED GUEST

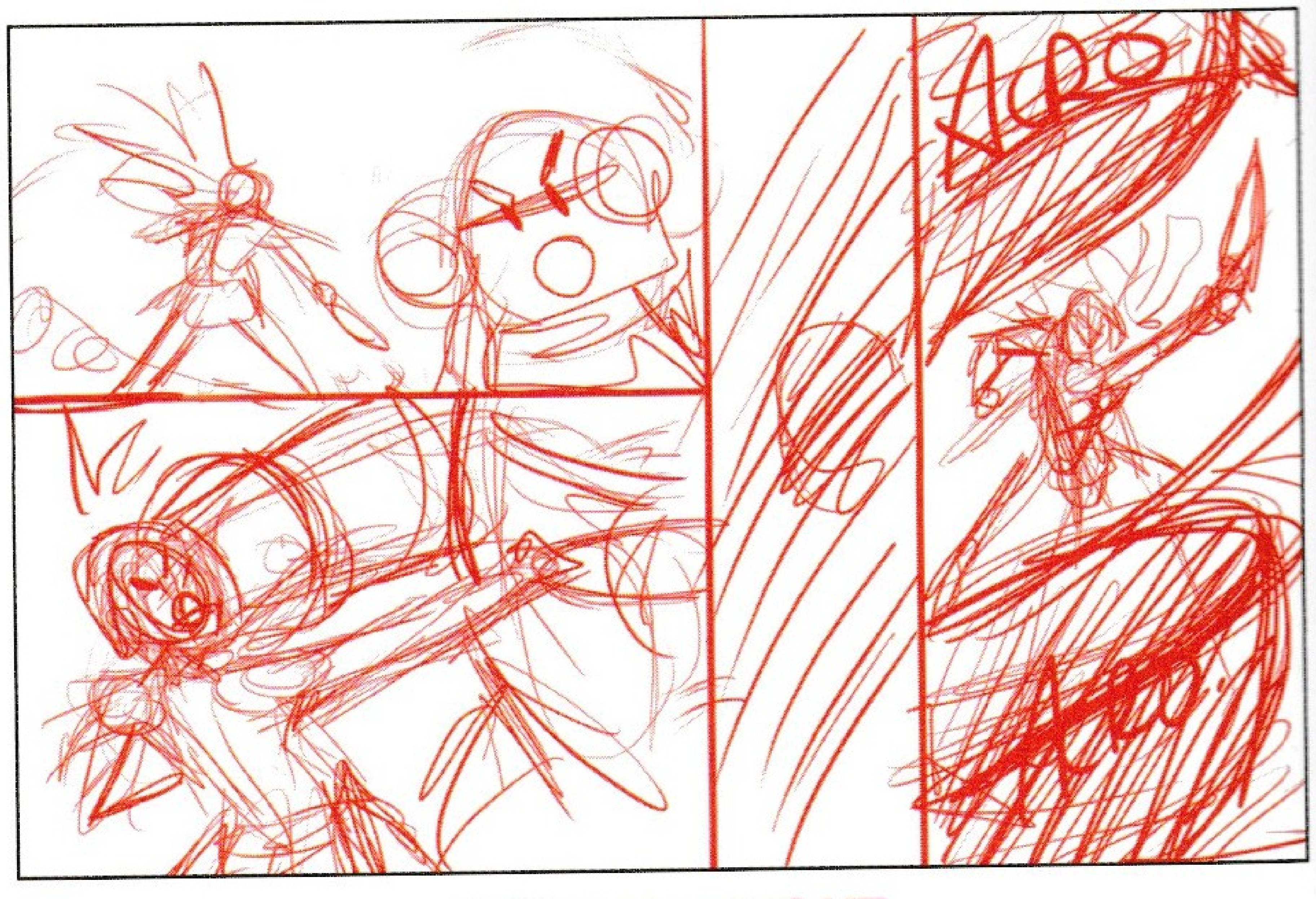
JULY 10, 2012

COMMENTS

JIM: Sound effects that act more like narrative jokes are another thing I like to put into my comedy. There's something weirdly satisfying about writing "DRAMATIC ONE SHOT KILLER ATTACK!" instead of onomatopoeia.

OMAR: The face punch panel looks pretty painful. You get the feeling that she is overwhelmed since she is being pushed to the corner of the panel by the fist, which is taking up more space and coming from a higher angle.

ERIK: The underskirt shot… also very anime…



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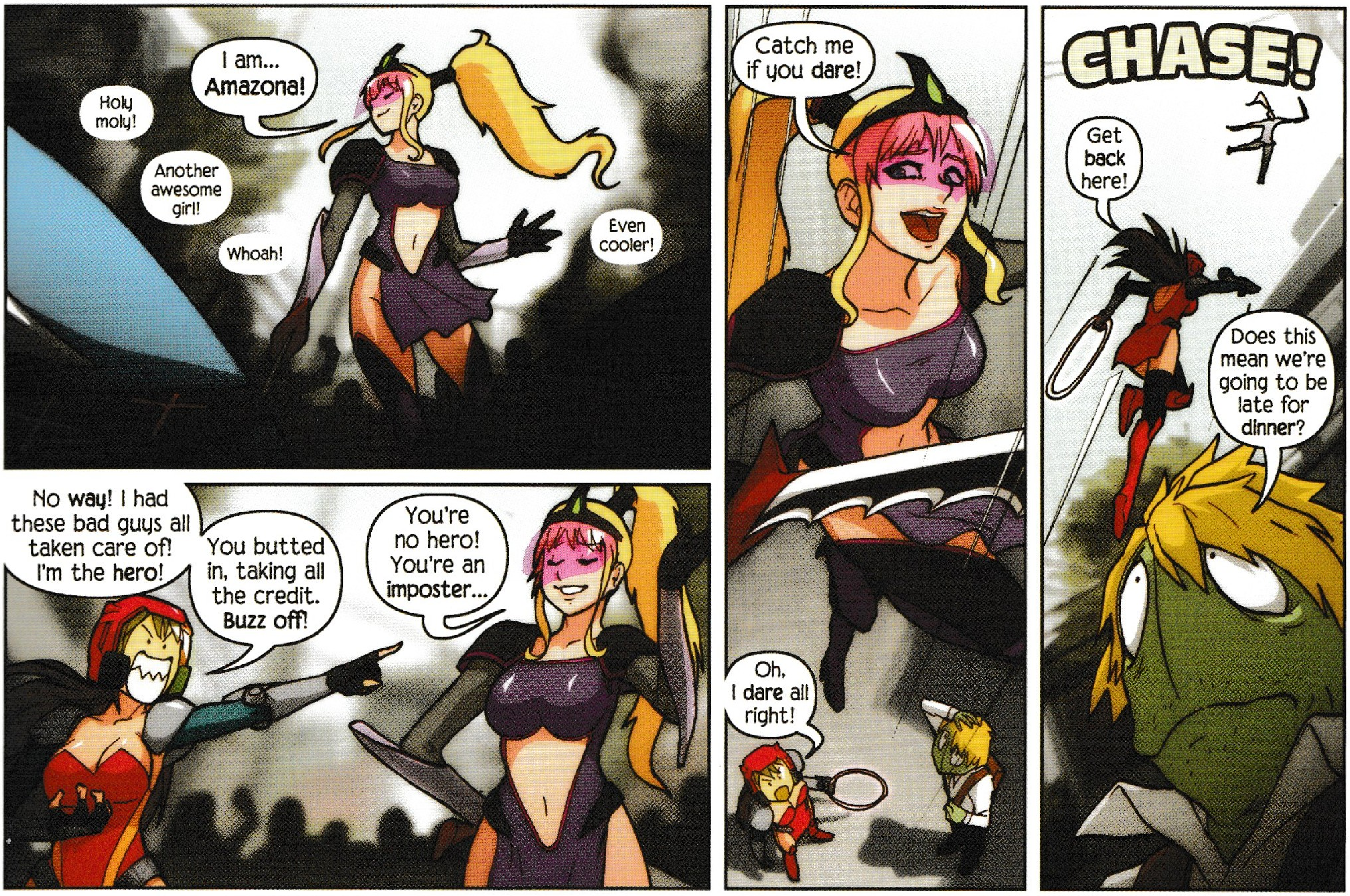

Holy moly!
I am... Amazona!
Another awesome girl!
Whoah!
Even cooler!
No way! I had these bad guys all taken care of! I'm the hero!
You butted in, taking all the credit. Buzz off!
You're no hero! You're an imposter...
Catch me if you dare!
Oh, I dare all right!
CHASE!
Get back here!
Does this mean we're going to be late for dinner?

#018: ENTER AMAZONA

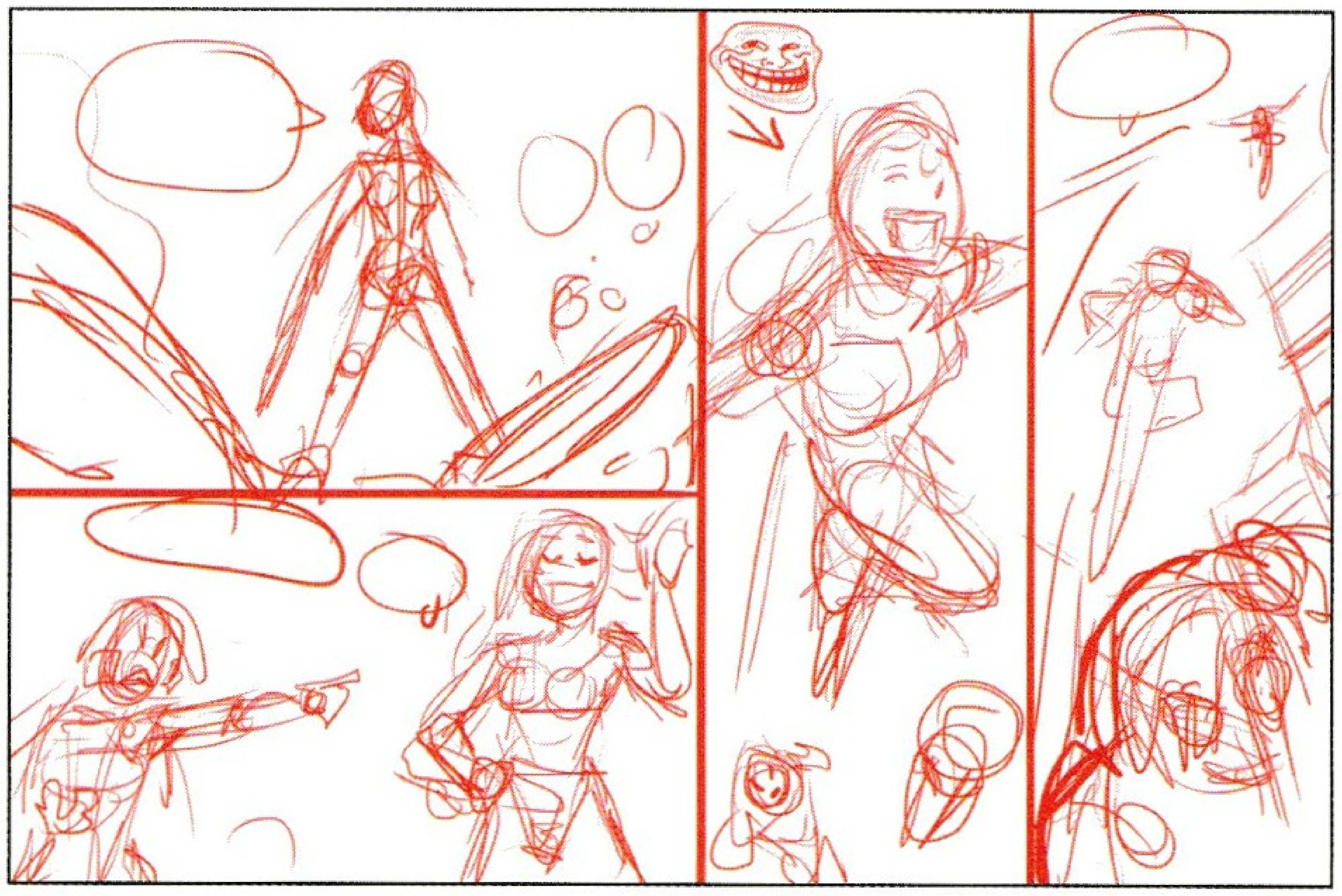
JULY 13, 2012

COMMENTS

JIM: Amazona makes her debut here. Her confidence comes through loud and clear.

OMAR: Aki was designed by Erik and I over a cup of coffee late one night at Tim Hortons.

ERIK: Oh yeah, those Tim Hortons midnight meetups! Pretty much the whole *Momo* concept was done in Tim Hortons! Amazona's visor was very heavily inspired by Gatchaman's visor.



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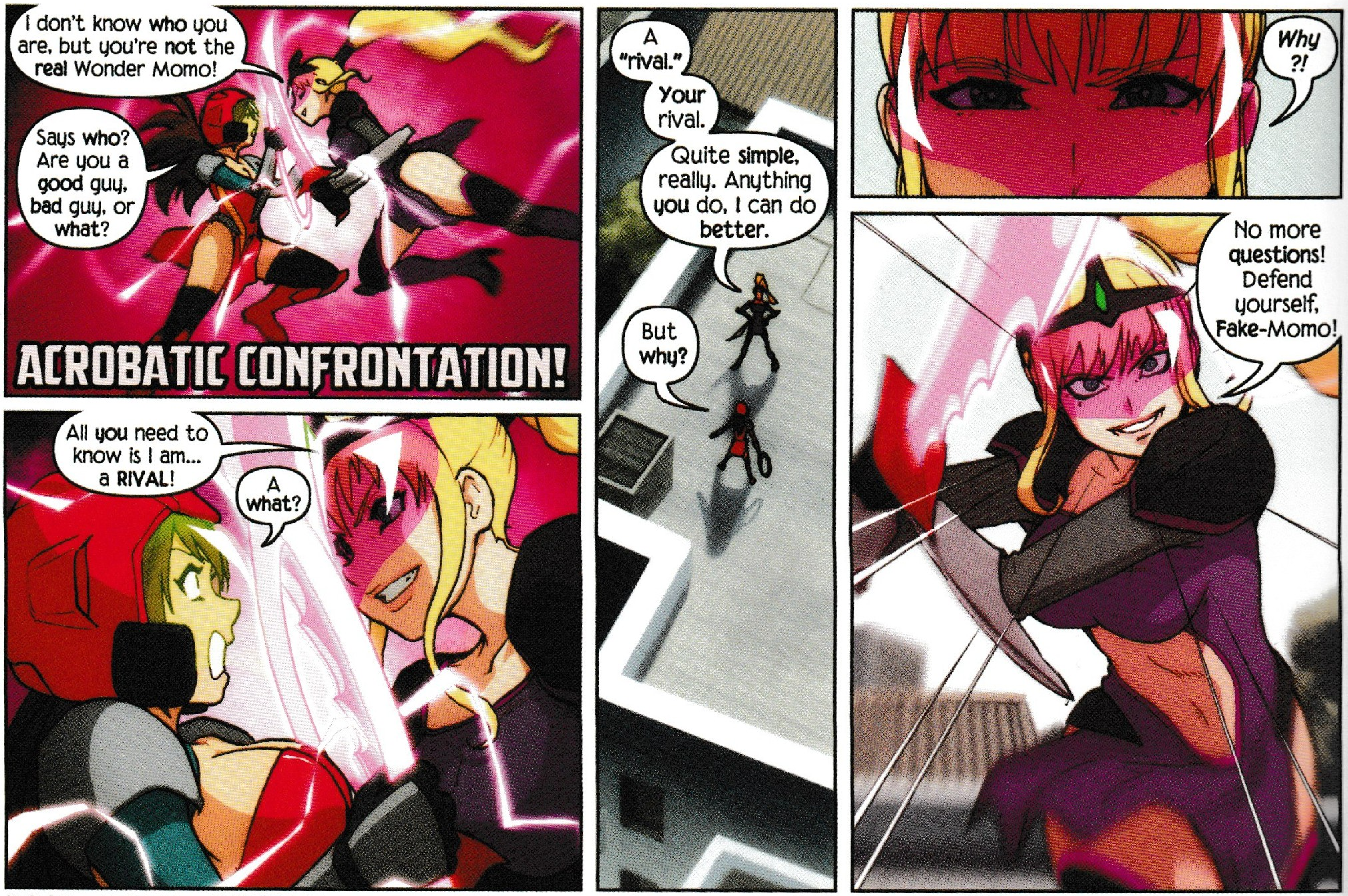

I don't know who you are, but you're not the real Wonder Momo!
Says who? Are you a good guy, bad guy, or what?
ACROBATIC CONFRONTATION!
All you need to know is I am... a RIVAL!
A what?
A "rival."
Your rival.
Quite simple, really. Anything you do, I can do better.
But why?
Why?!
No more questions! Defend yourself, Fake-Momo!

#019: RIVAL REVIVAL

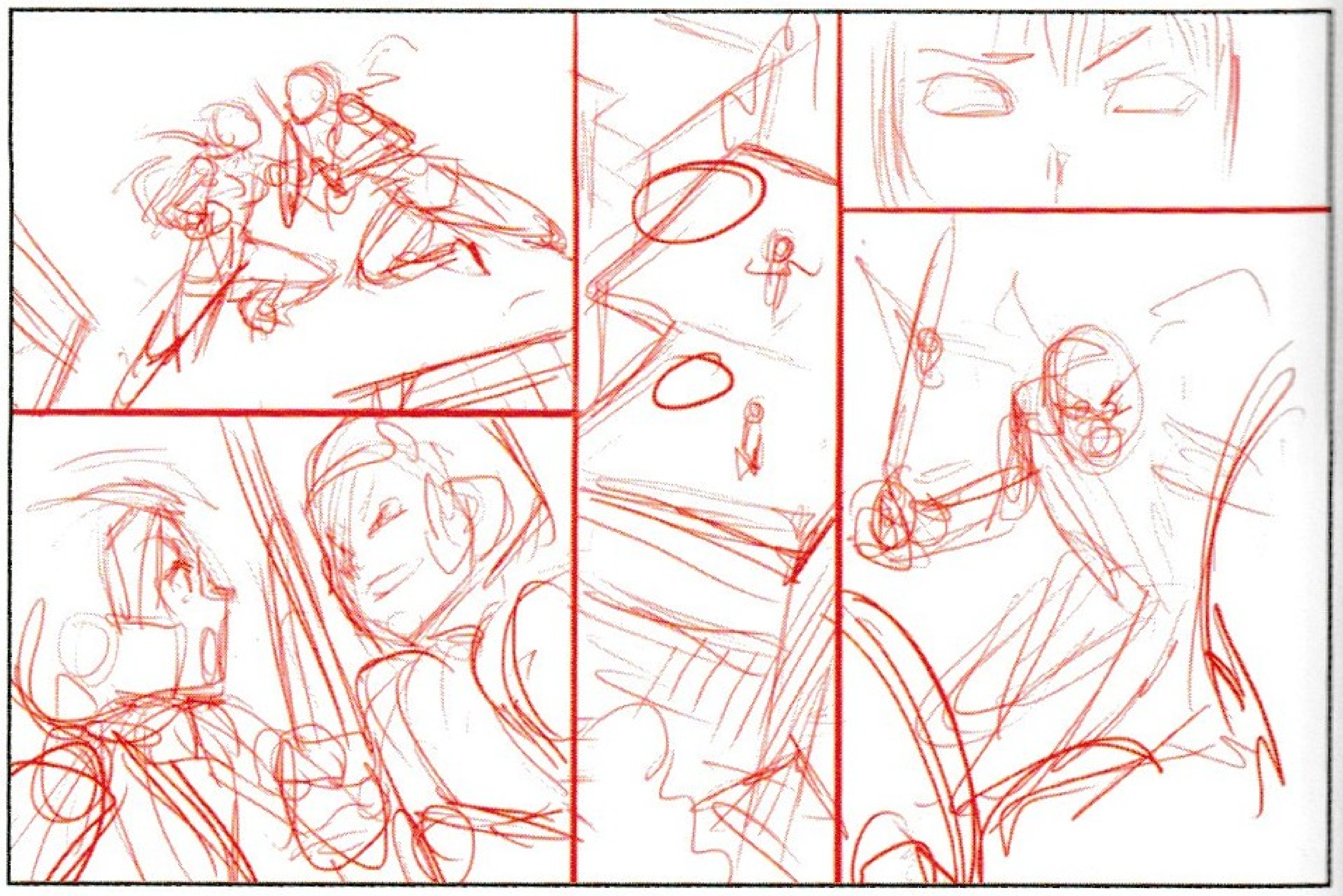
JULY 17, 2012

COMMENTS

JIM: More ties to the original Momo story, though the reader doesn't know exactly how just yet.

OMAR: Pretty traditional standoff.

ERIK: At this point, we still were not sure if we wanted to make Amazona a good guy or a villain. So we kept using the term "rival" instead of "enemy" or "arch-nemesis".



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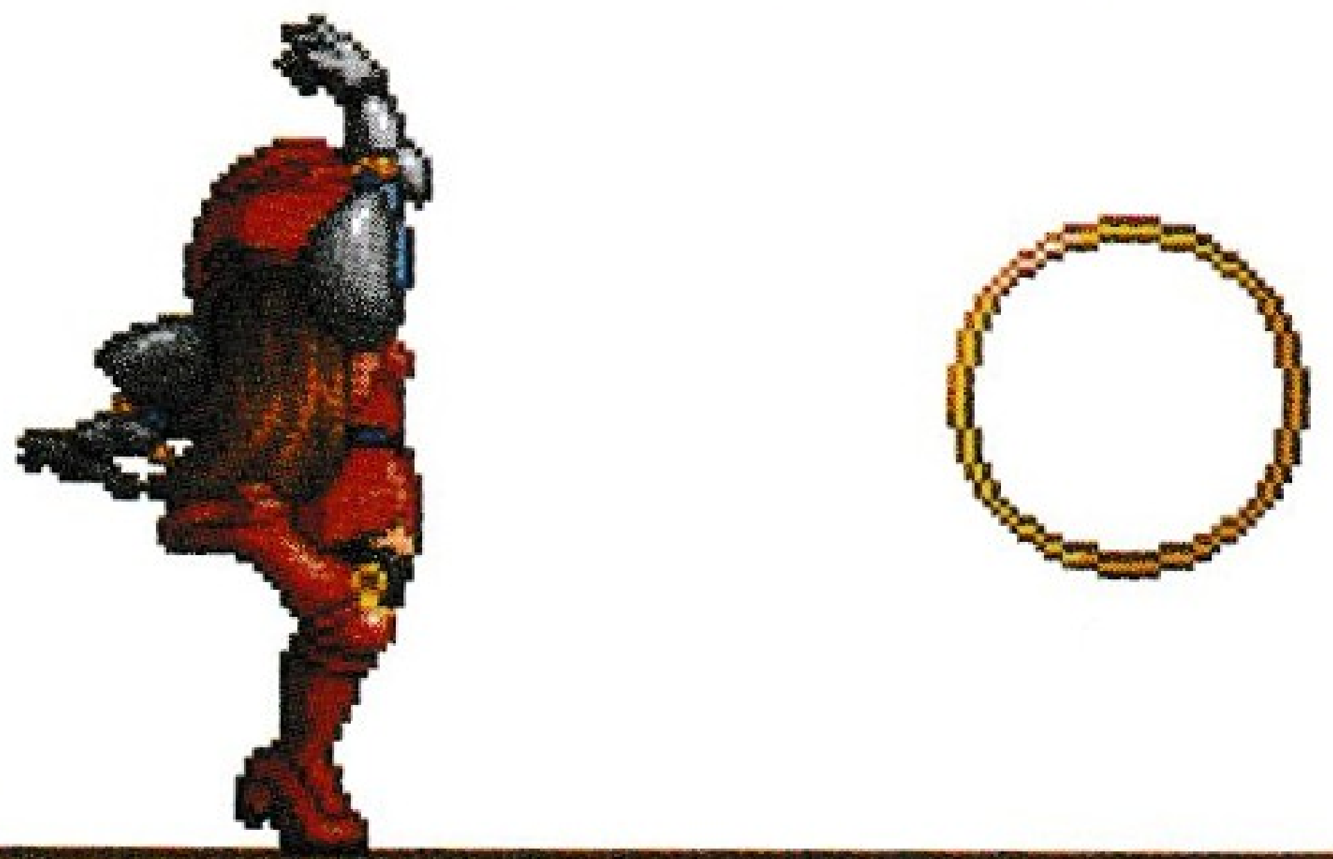
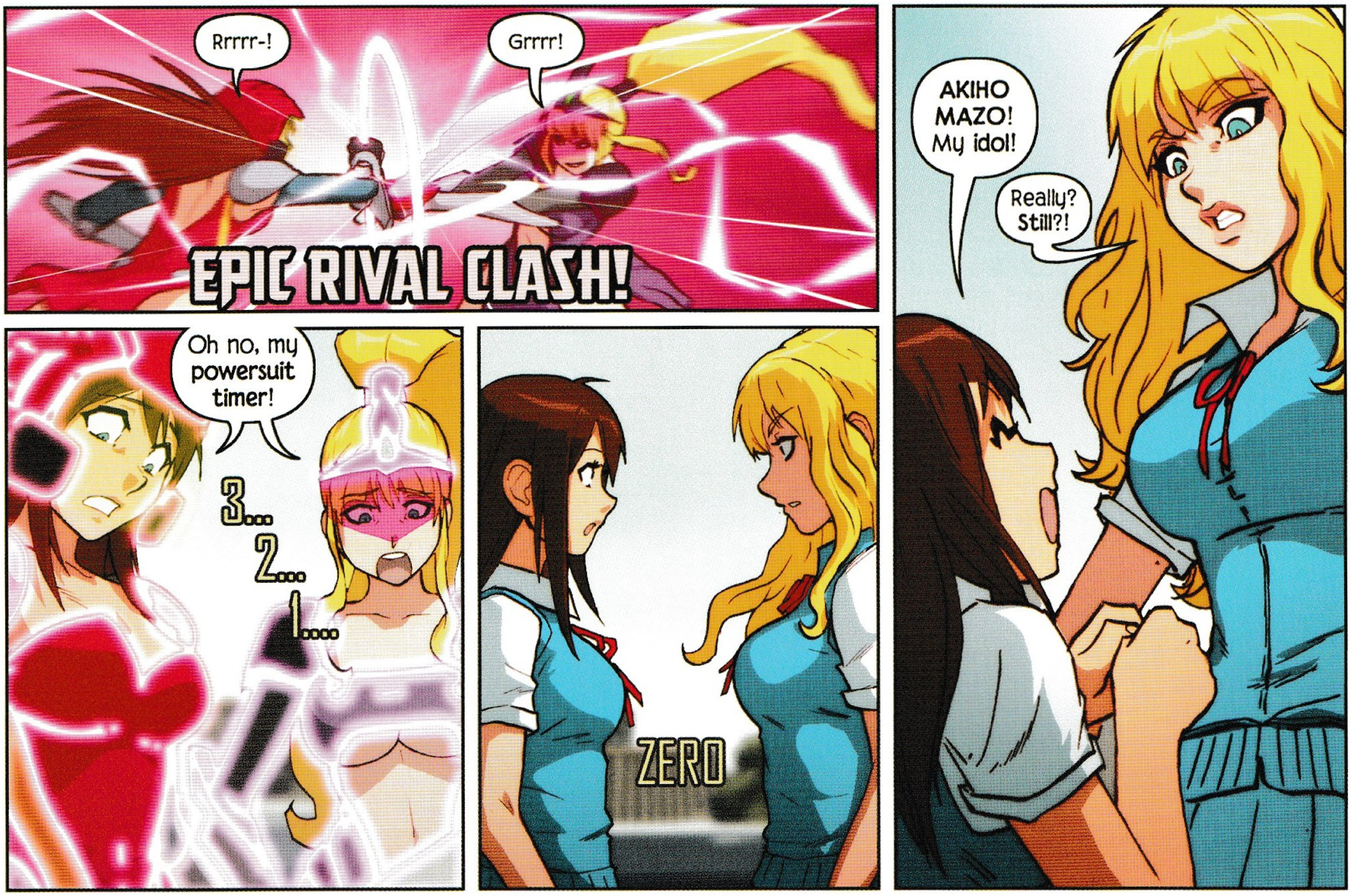



Rrrrr-!
Grrrr!
EPIC RIVAL CLASH!
Oh no, my powersuit timer!
3...
2...
1....
ZERO
AKIHO MAZO! My idol!
Really? Still?!

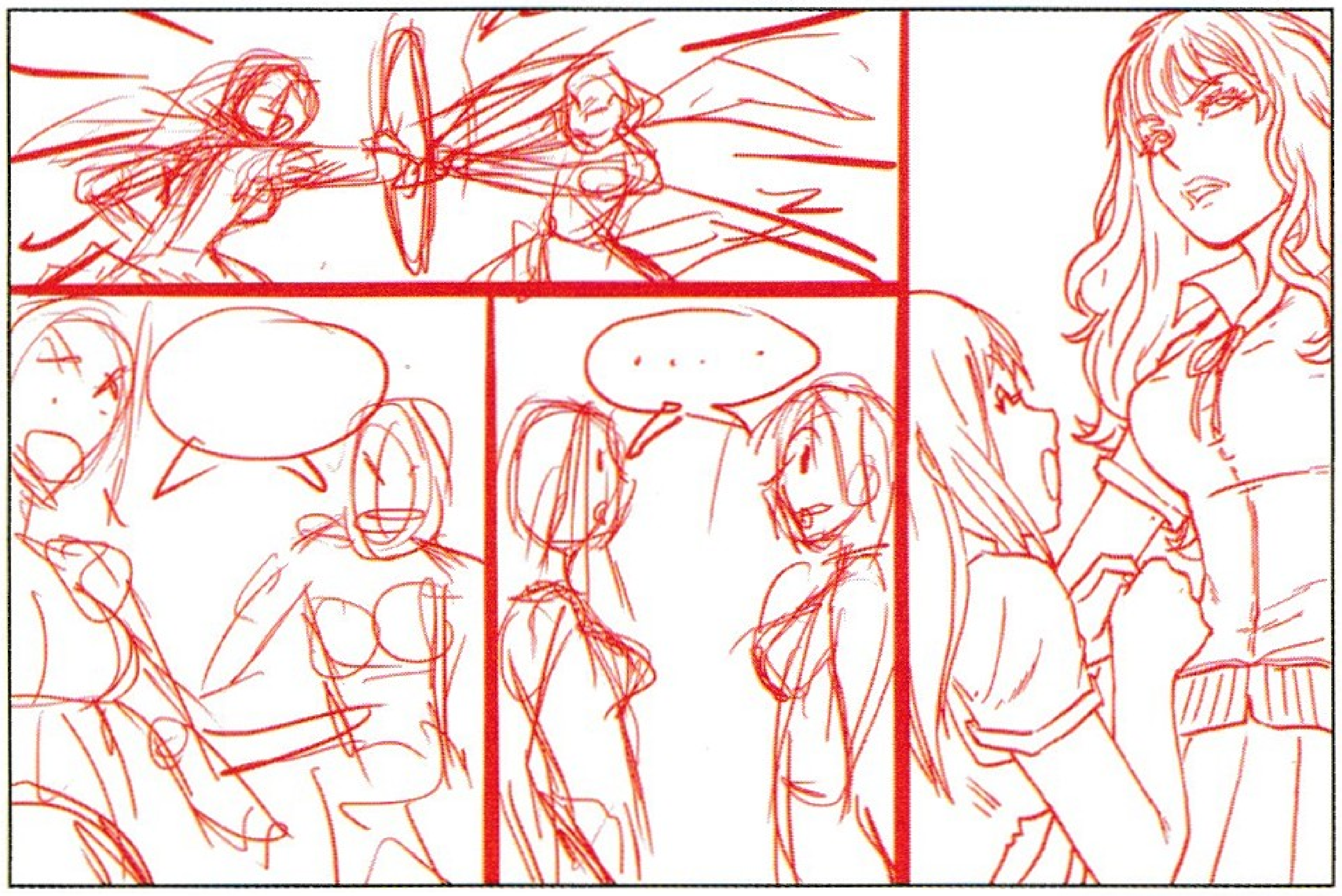
#020: COUNTDOWN TO TROUBLE

JULY 20, 2012

COMMENTS

JIM: It's a ridiculous cliché, but I really do like this strip. Momoko's idol obsession overwhelms all logic.

ERIK: I like the timer 'cuz it reminds me of *Ultraman*. But again, later in the story, we realized that it's a pain to keep track of the amount of transformation time they have and figure out how to fit things within that time frame.



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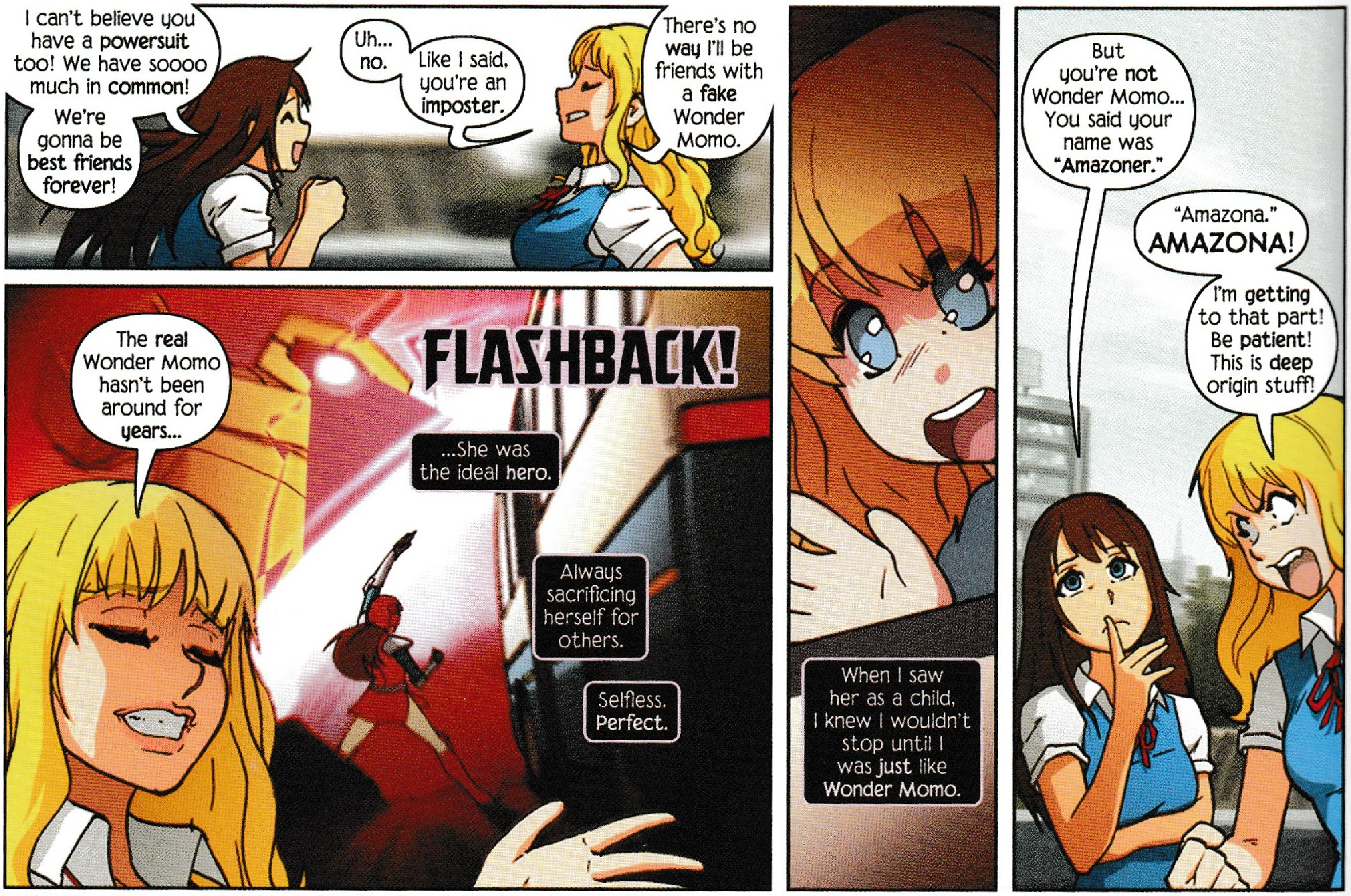

I can't believe you have a **powersuit** too! We have soooo much in **common**!
We're gonna be **best friends forever**!
Uh... no.
Like I said, you're an **imposter**.
There's no **way** I'll be friends with a **fake** Wonder Momo.
The **real** Wonder Momo hasn't been around for **years...**
FLASHBACK!
...She was the ideal **hero**.
Always sacrificing herself for others.
Selfless. **Perfect.**
When I saw her as a child, I knew I wouldn't stop until I was **just** like Wonder Momo.
But you're **not** Wonder Momo... You said your name was **"Amazoner."**
"Amazona." **AMAZONA!**
I'm **getting** to that part! Be **patient**! This is **deep** origin stuff!

#021: THE ORIGIN OF AMAZONA - PART 1

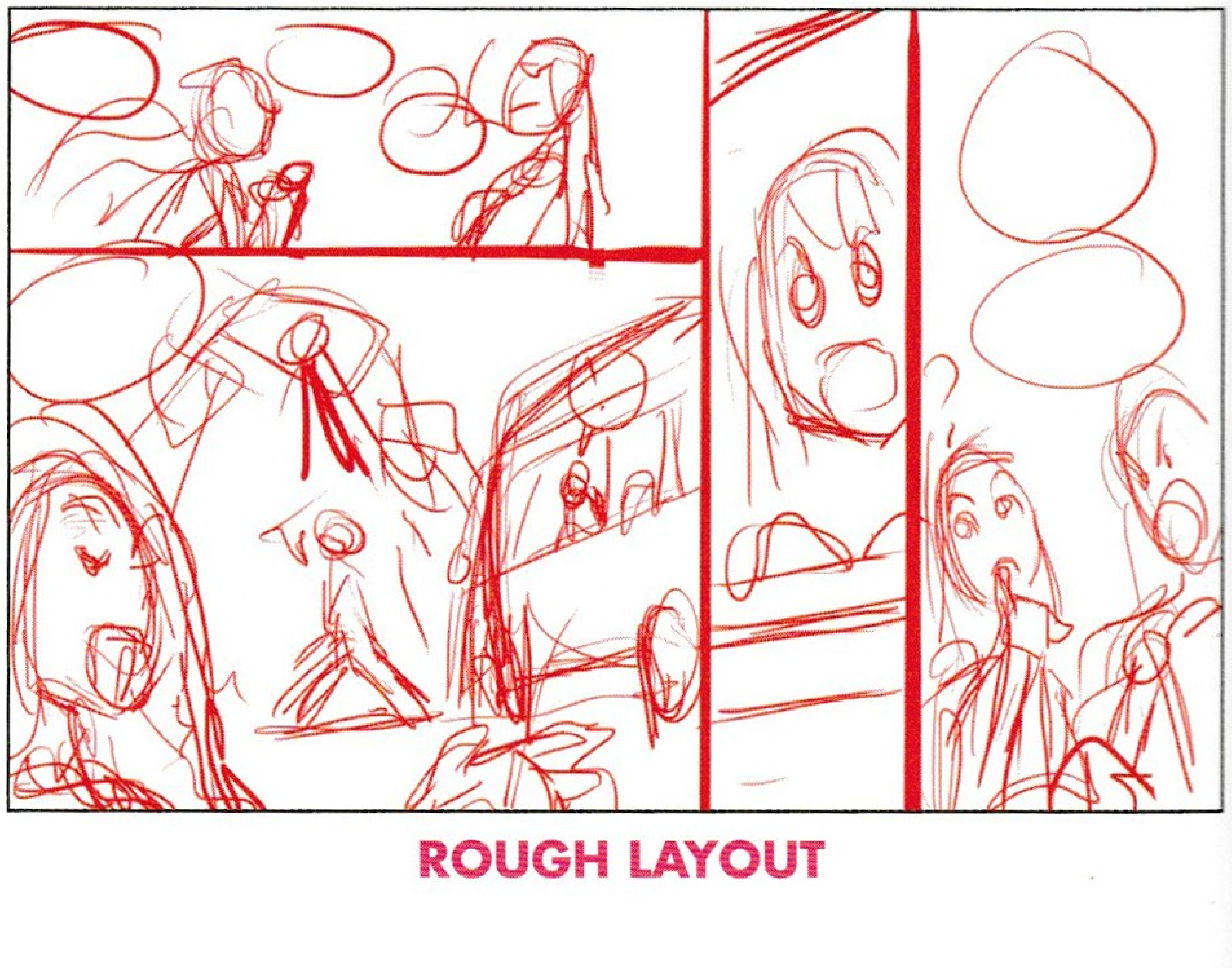
JULY 24, 2012

COMMENTS

JIM: Aki's origin story does a lot to flesh her out. I wasn't sure it would work when we were originally planning it, but now that it's all done, I'm really glad it's in there.

OMAR: Last panel: Momoko's thought pose is nice.

ERIK: Yes, me and Jim had quite a debate about whether we should spend that much panel space on Amazona's origin while we were still establishing our main character. But I insisted that we should get that out of the way so we could be more focused on building Momoko up after.



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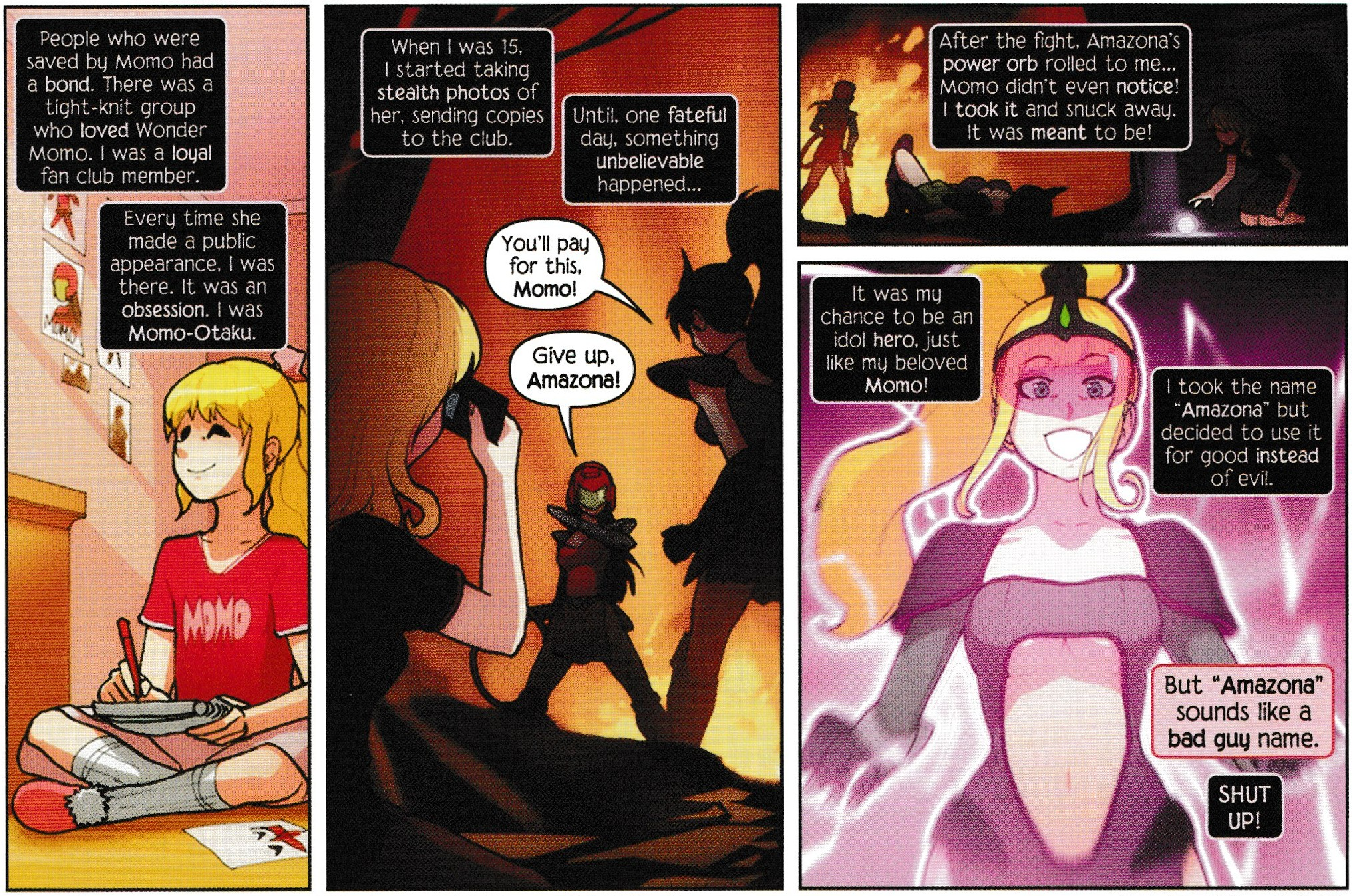

People who were saved by Momo had a bond. There was a tight-knit group who loved Wonder Momo. I was a loyal fan club member.
Every time she made a public appearance, I was there. It was an obsession. I was Momo-Otaku.
MOMO
When I was 15, I started taking stealth photos of her, sending copies to the club.
Until, one fateful day, something unbelievable happened...
You'll pay for this, Momo!
Give up, Amazona!
After the fight, Amazona's power orb rolled to me... Momo didn't even notice! I took it and snuck away. It was meant to be!
It was my chance to be an idol hero, just like my beloved Momo!
I took the name "Amazona" but decided to use it for good instead of evil.
But "Amazona" sounds like a bad guy name.
SHUT UP!

#022: THE ORIGIN OF AMAZONA - PART 2

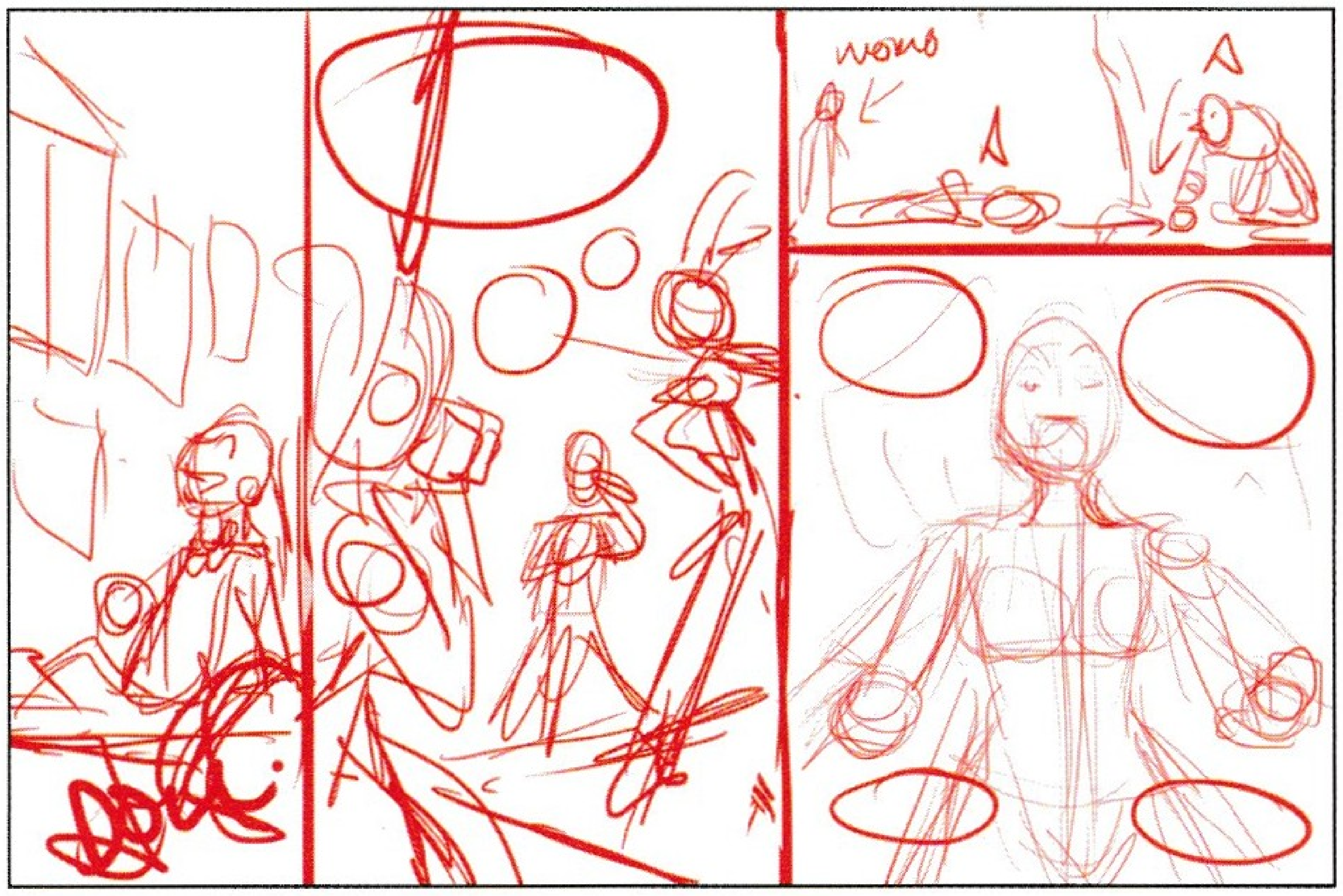
JULY 27, 2012

COMMENTS

JIM: The word "otaku" doesn't just apply to anime and manga, it's a broader term for unhealthy obsession.

OMAR: Aki's pose when she gets her power has the feel I was looking for. A lot of *Momo* was about finding the right mix of colors and FX. It starts gelling more much later on.

ERIK: The title is *Wonder Momo: Battle Idol* after all, so I wanted to have quite a bit of idol worshipping shown in the story. So we have Momoko worshipping Akiho, and now Akiho worshipping the original Momo. It's a parallel between the two girls.



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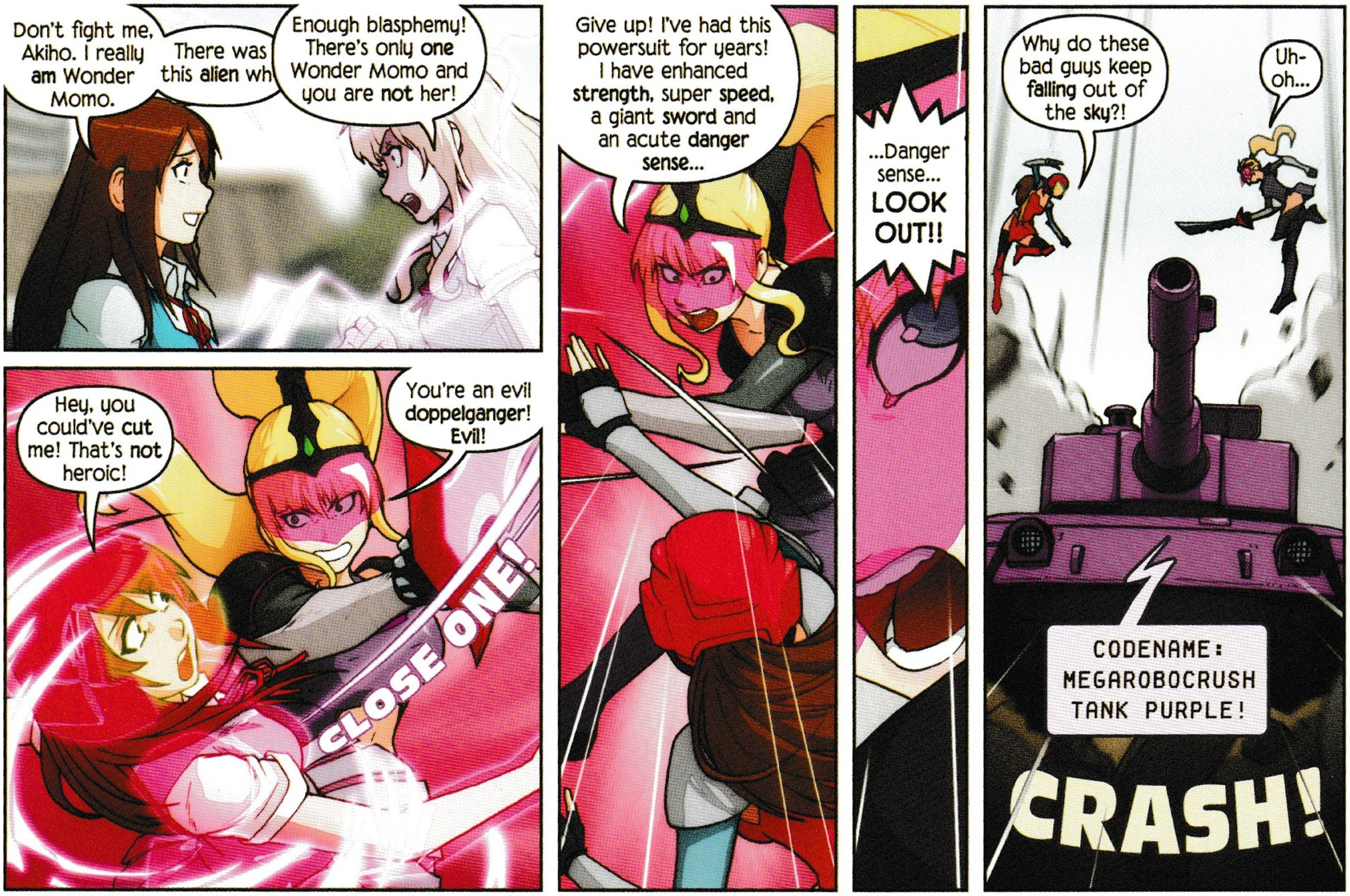

Don't fight me, Akiho. I really am Wonder Momo.
There was this alien wh
Enough blasphemy! There's only one Wonder Momo and you are not her!
Hey, you could've cut me! That's not heroic!
You're an evil doppelganger! Evil!
CLOSE ONE!
Give up! I've had this powersuit for years! I have enhanced strength, super speed, a giant sword and an acute danger sense...
...Danger sense... LOOK OUT!!
Why do these bad guys keep falling out of the sky?!
Uh-oh...
CODENAME: MEGAROBOCRUSH TANK PURPLE!
CRASH!

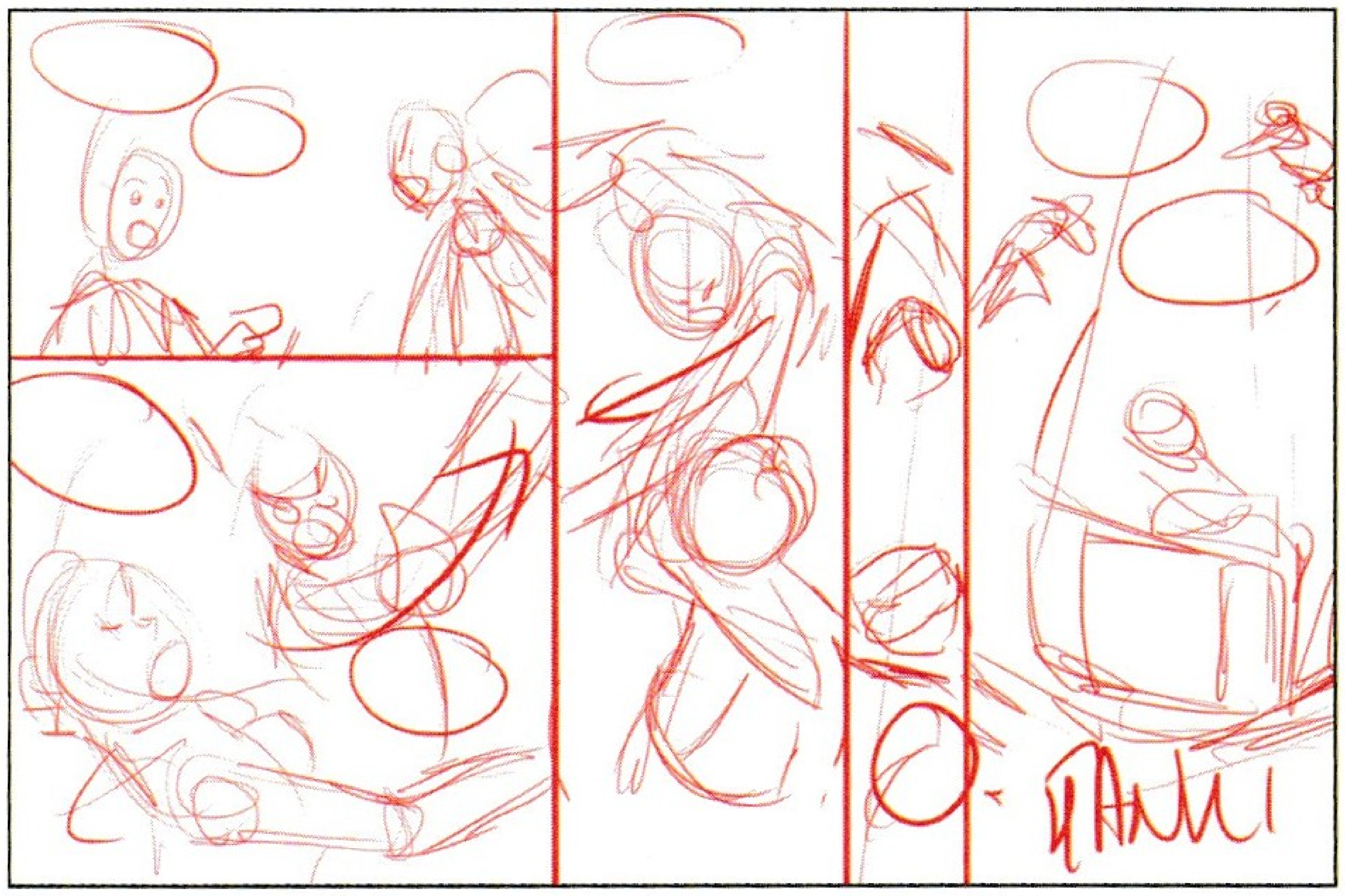
#023: DOPPELGANGERS AND TROUBLEMAKERS JULY 31, 2012

COMMENTS

JIM: If Momoko's not the real Wonder Momo, then who is? Read on…

OMAR: From here I try to sharpen my line work more. I was working a few jobs at once at this time. The tank was from the Japanese military.

ERIK: The enemy that dropped into the scene should have looked like the tank robot from the original game… but Omar did not get my message and just drew a tank, and we had no time to fix it… (to be continued)



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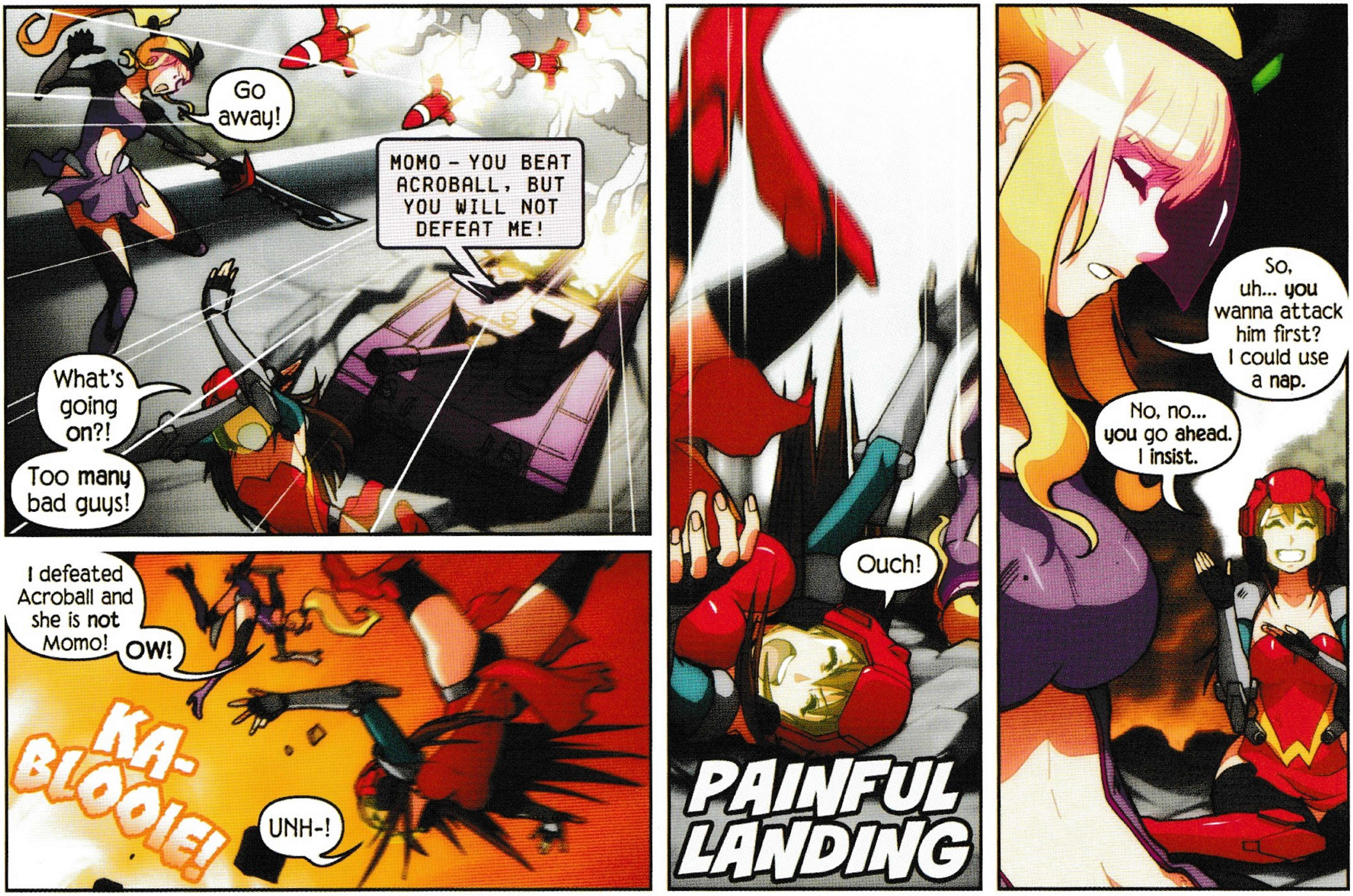

Go away!
MOMO - YOU BEAT ACROBALL, BUT YOU WILL NOT DEFEAT ME!
What's going on?!
Too many bad guys!
I defeated Acroball and she is not Momo!
OW!
KA-BLOOIE!
UNH-!
Ouch!
PAINFUL LANDING
So, uh... you wanna attack him first? I could use a nap.
No, no... you go ahead. I insist.

#024: TANK ATTACK

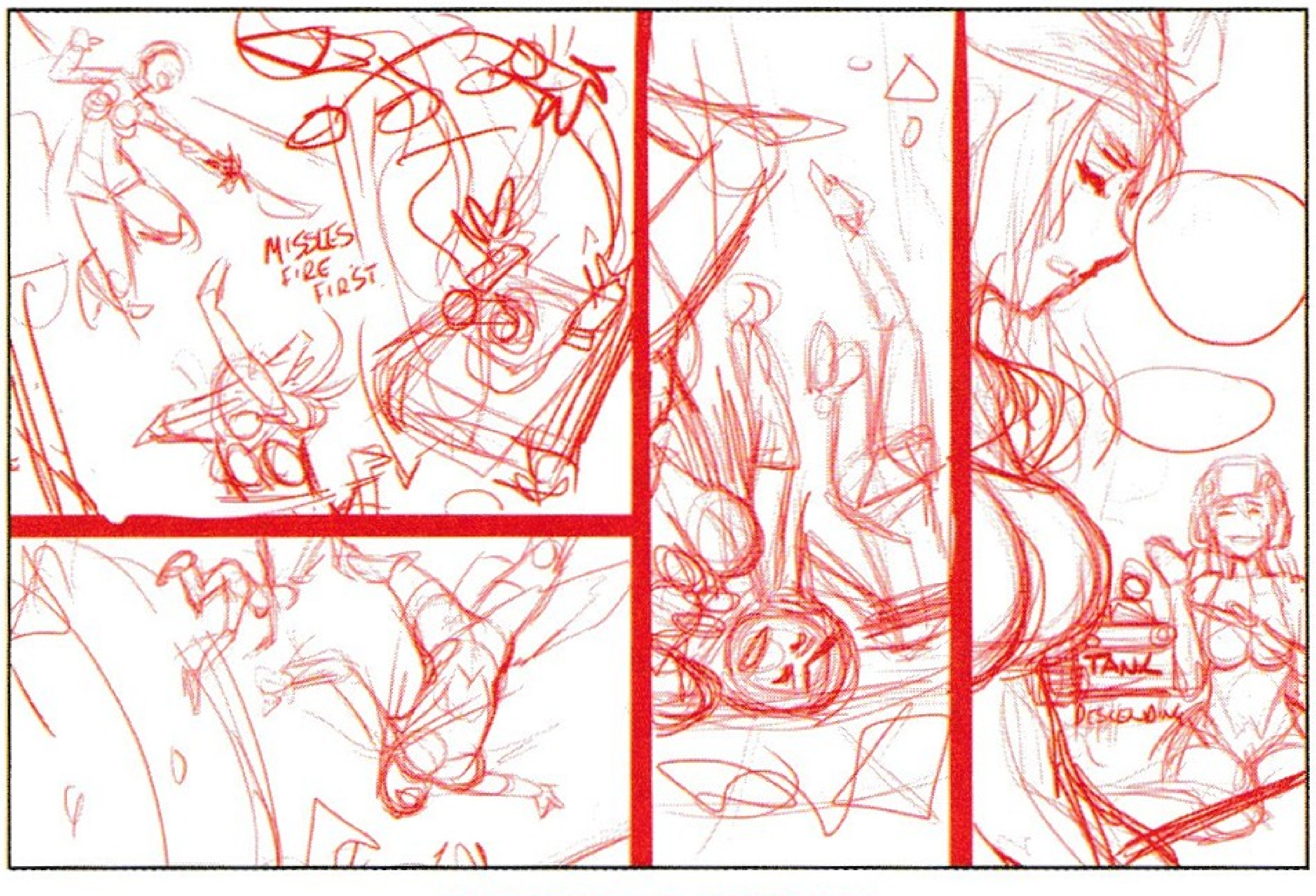
AUGUST 03, 2012

COMMENTS

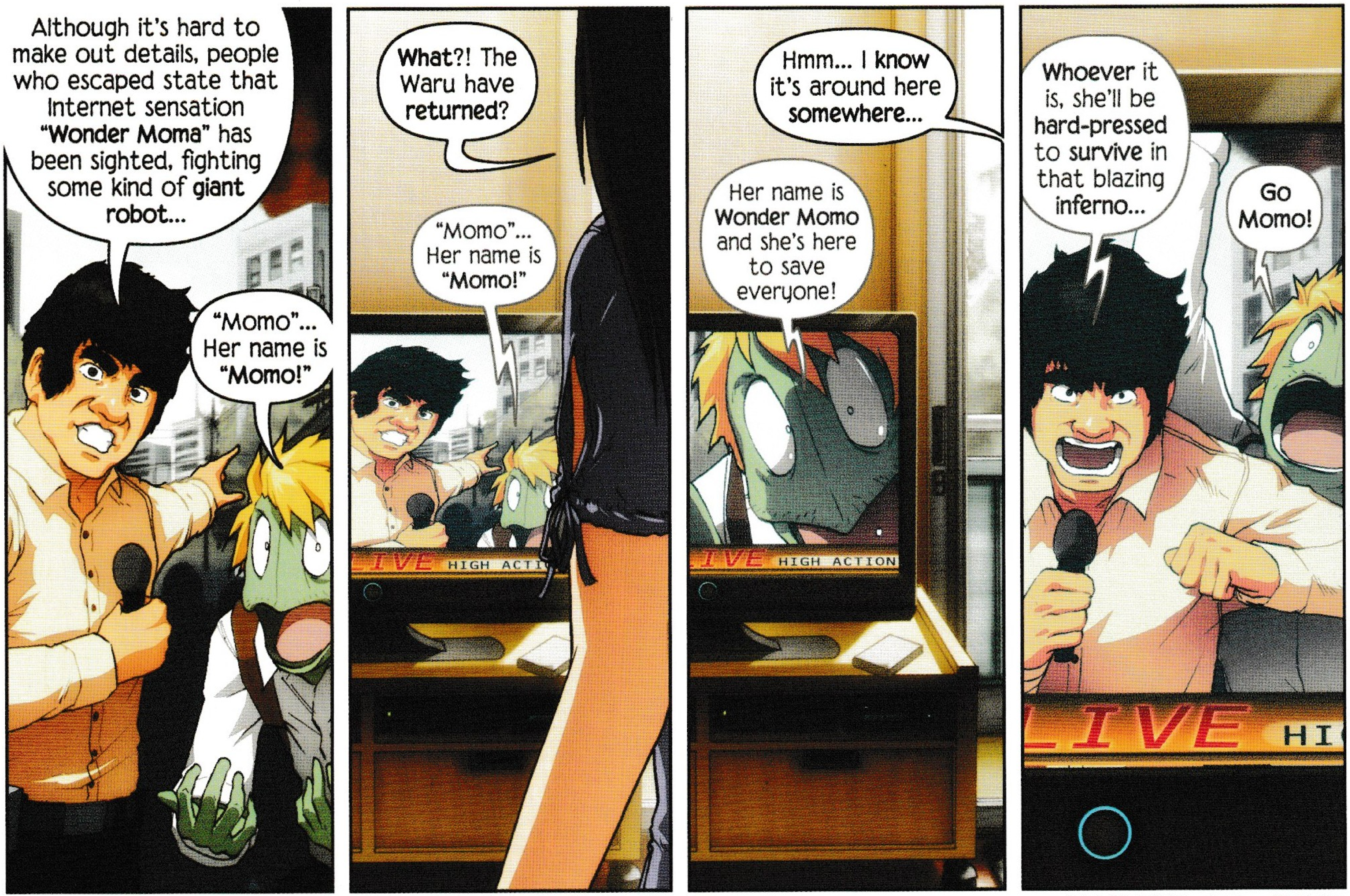
JIM: I like the fact that the MegaTank's voice font looks like a receipt printed from a cash register.

OMAR: I really tried to increase the overall quality of the strip. There are some good poses here.

ERIK: We stopped doing the "protective aura" here. I guess it is expected that the suits will protect them.


MISSILES FIRE FIRST
TANK DESCENDING

ROUGH LAYOUT


Although it's hard to make out details, people who escaped state that Internet sensation "Wonder Moma" has been sighted, fighting some kind of giant robot...
"Momo"... Her name is "Momo!"
What?! The Waru have returned?
"Momo"... Her name is "Momo!"
LIVE HIGH ACTI
Hmm... I know it's around here somewhere...
Her name is Wonder Momo and she's here to save everyone!
LIVE HIGH ACTION
Whoever it is, she'll be hard-pressed to survive in that blazing inferno...
Go Momo!
LIVE HI

#025: ON THE NEWS

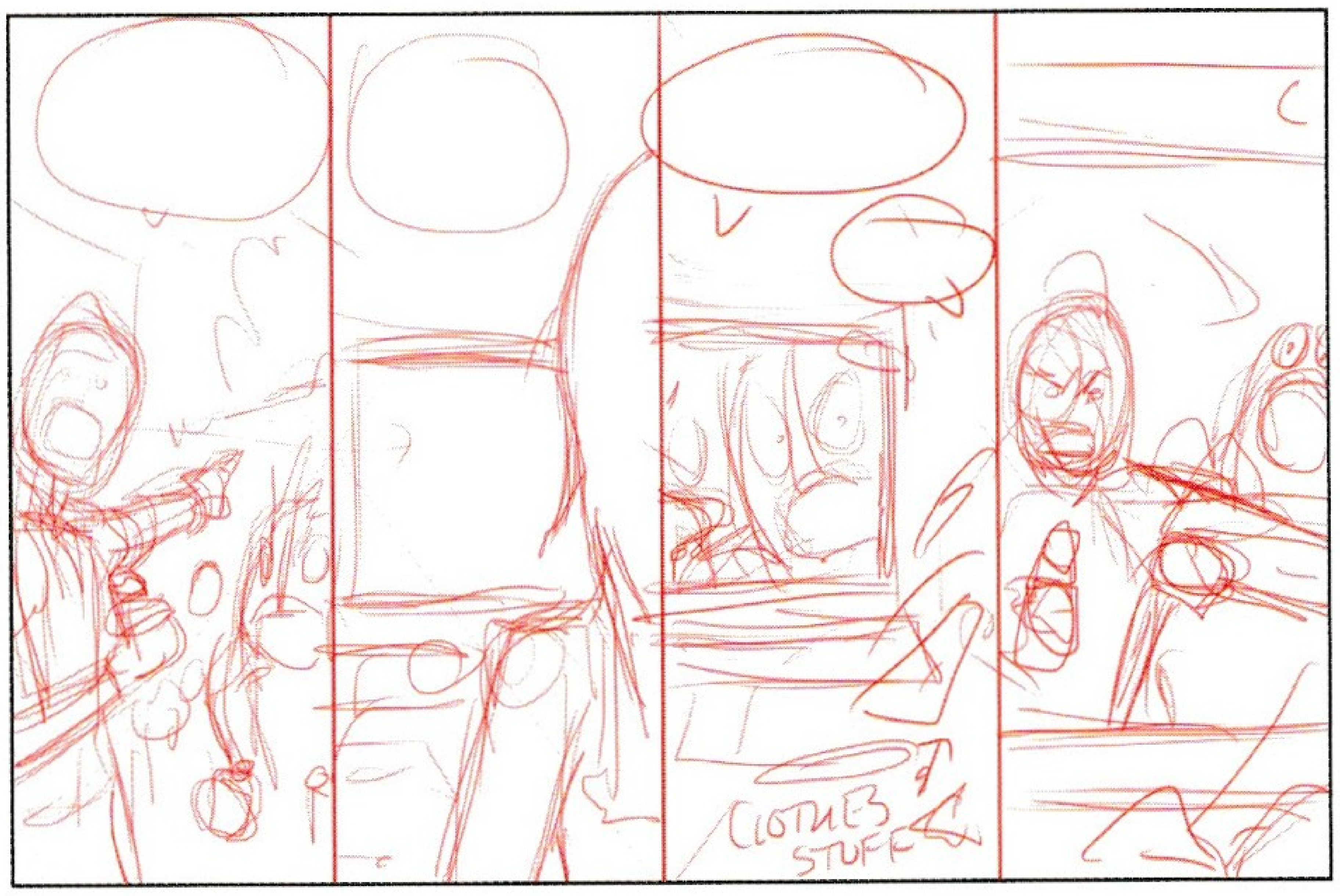
AUGUST 07, 2012

COMMENTS

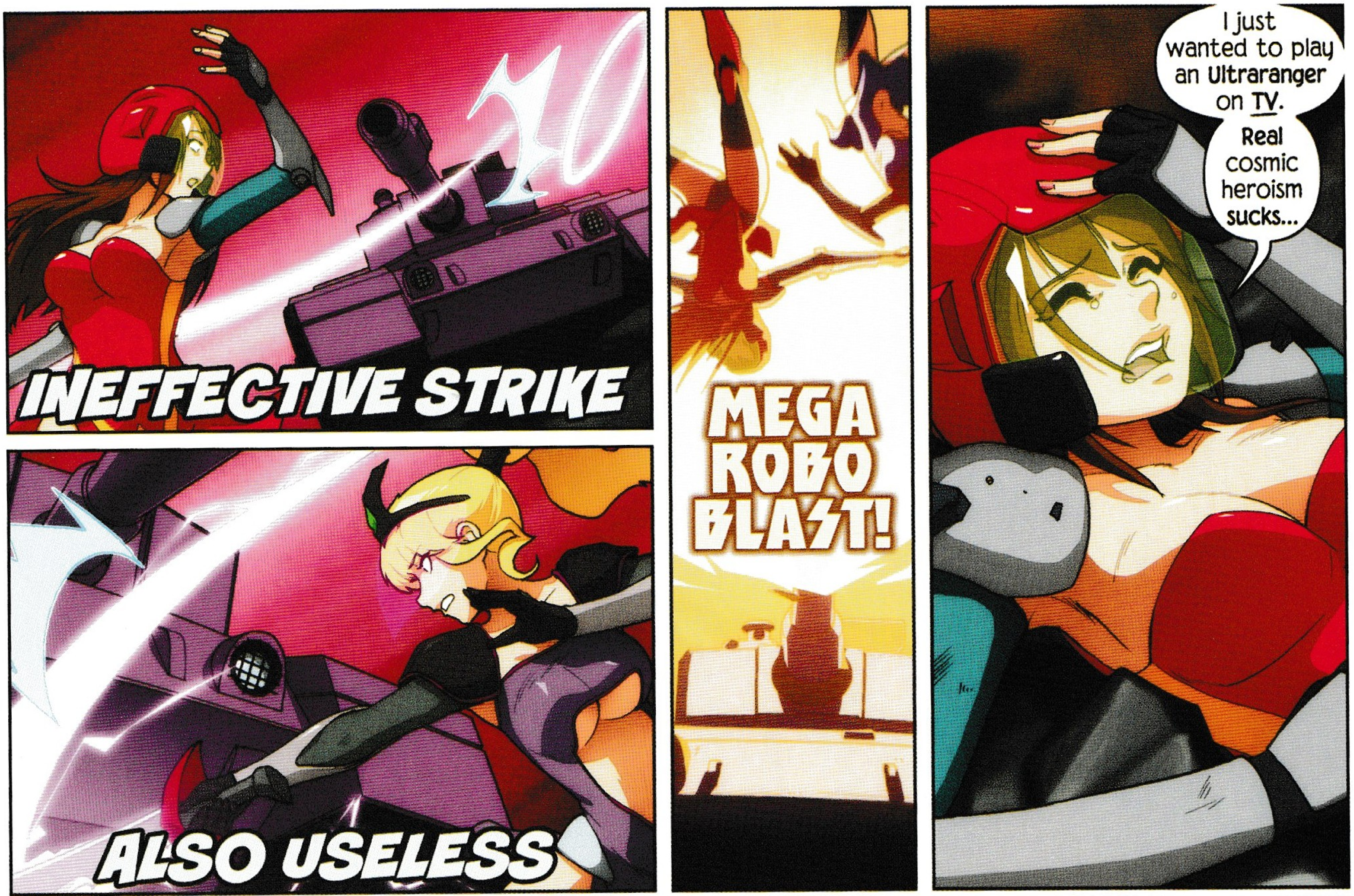
JIM: I don't think we ever brought that TV reporter back, but his eyebrows are top notch.

OMAR: Glooder is freaking losing his mind. The lines of the art are much thinner now, giving it a sleeker look.

ERIK: The TV reporter resembles Hiroshi Fujioka, the actor who played the first Kamen Rider! Haha. I still think the fact that no one is freaking out at the sight of an alien face with a blond wig on TV is something that could only be pulled off in comics! Also, it should be noted that our mysterious TV viewer disappears after panel two…


CLOTHES STUFF

ROUGH LAYOUT


INEFFECTIVE STRIKE
ALSO USELESS
MEGA ROBO BLAST!
I just wanted to play an Ultraranger on TV.
Real cosmic heroism sucks...

#026: TANKS FOR NOTHING

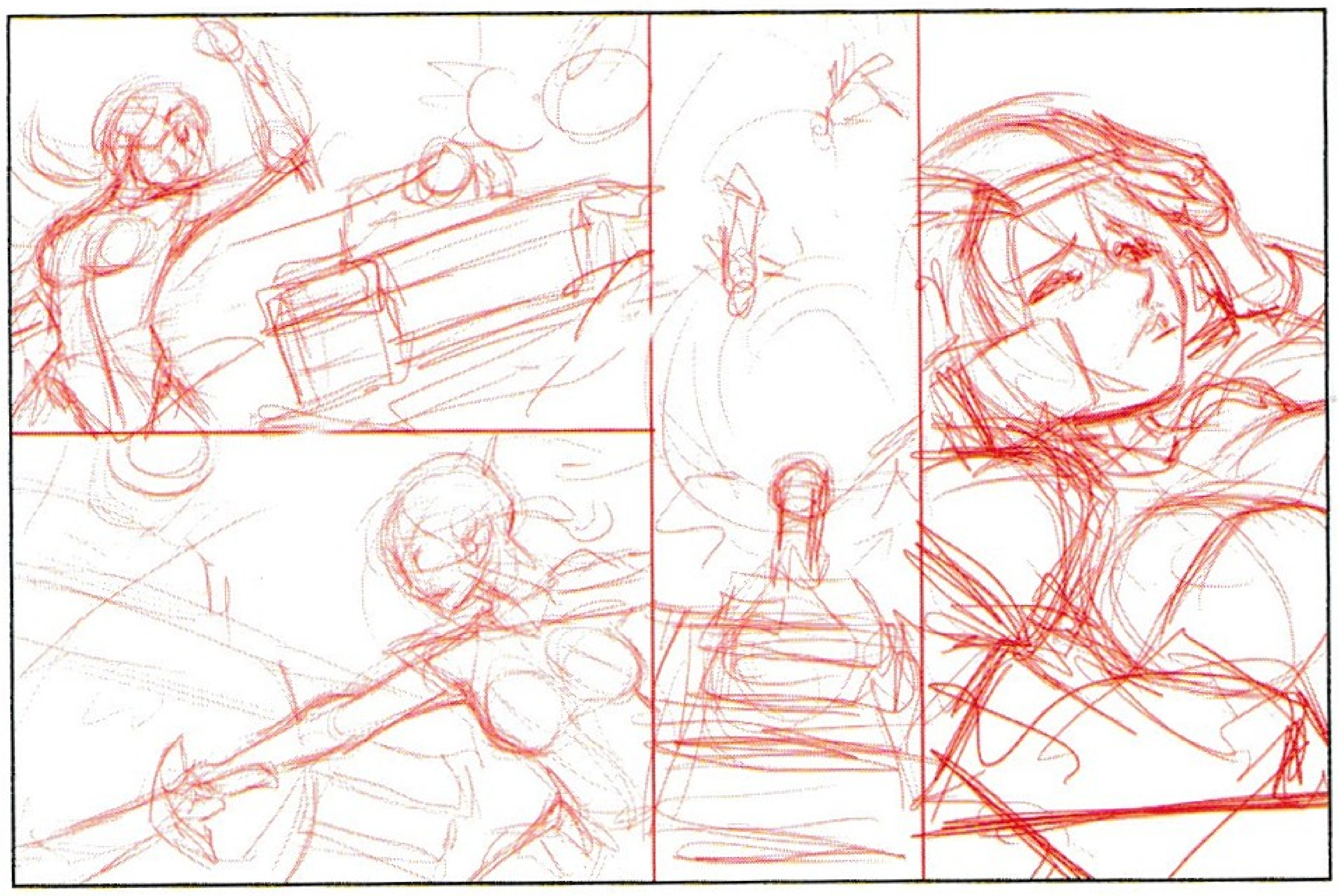
AUGUST 10, 2012

COMMENTS

JIM: In the comic strip format, we don't have a ton of space to dedicate to pure fight scenes. Omar makes the most of them.

OMAR: I draw this tank for so many pages, you'll see. In panel three, I like the effect and poses.

ERIK: It is supposed to be a robot! Not just a tank! I need to find a way to rectify this!



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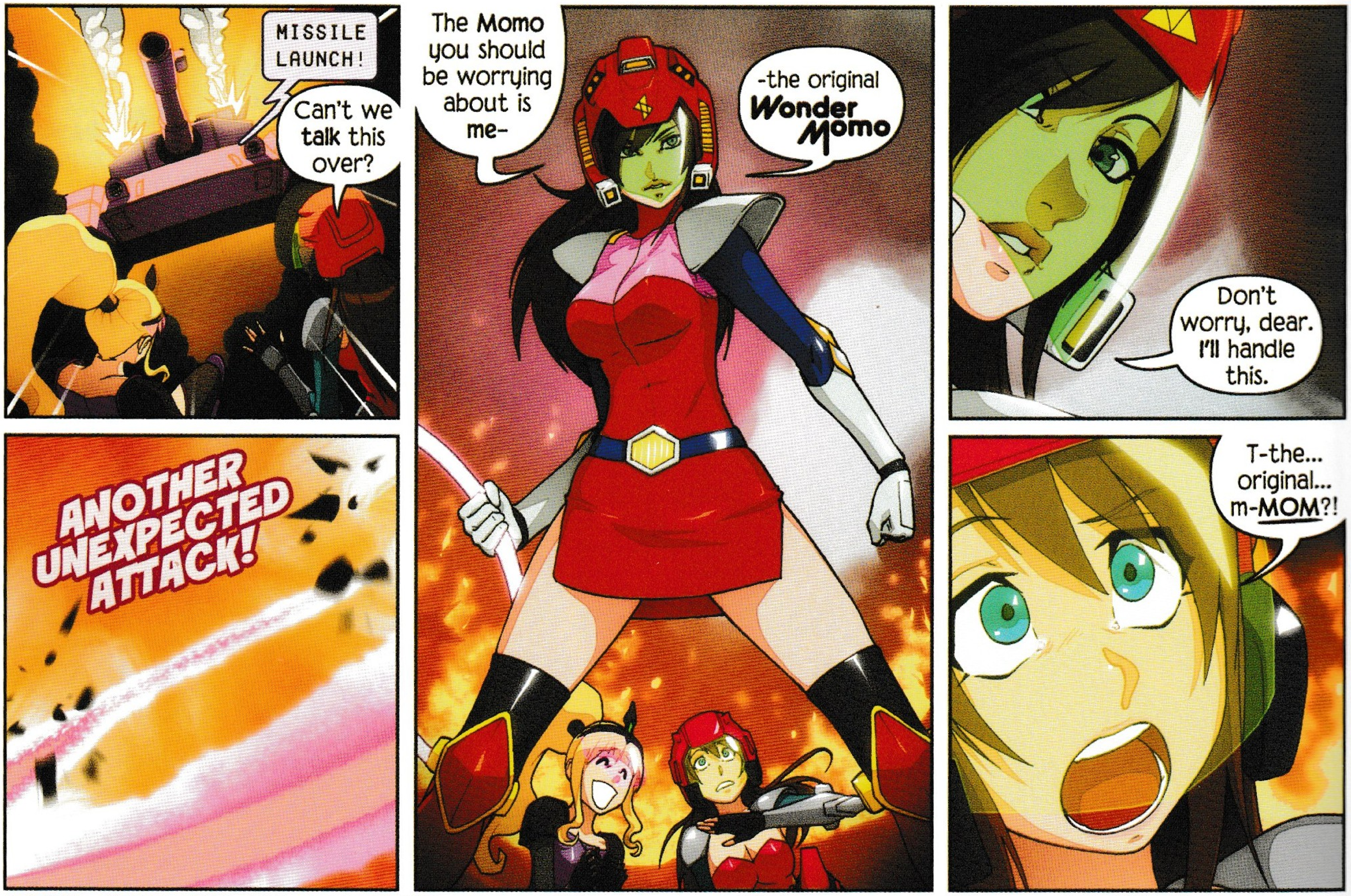

MISSILE LAUNCH!
Can't we talk this over?
ANOTHER UNEXPECTED ATTACK!
The Momo you should be worrying about is me-
-the original Wonder Momo
Don't worry, dear. I'll handle this.
T-the... original... m-MOM?!

#027: RETURN TO WONDER

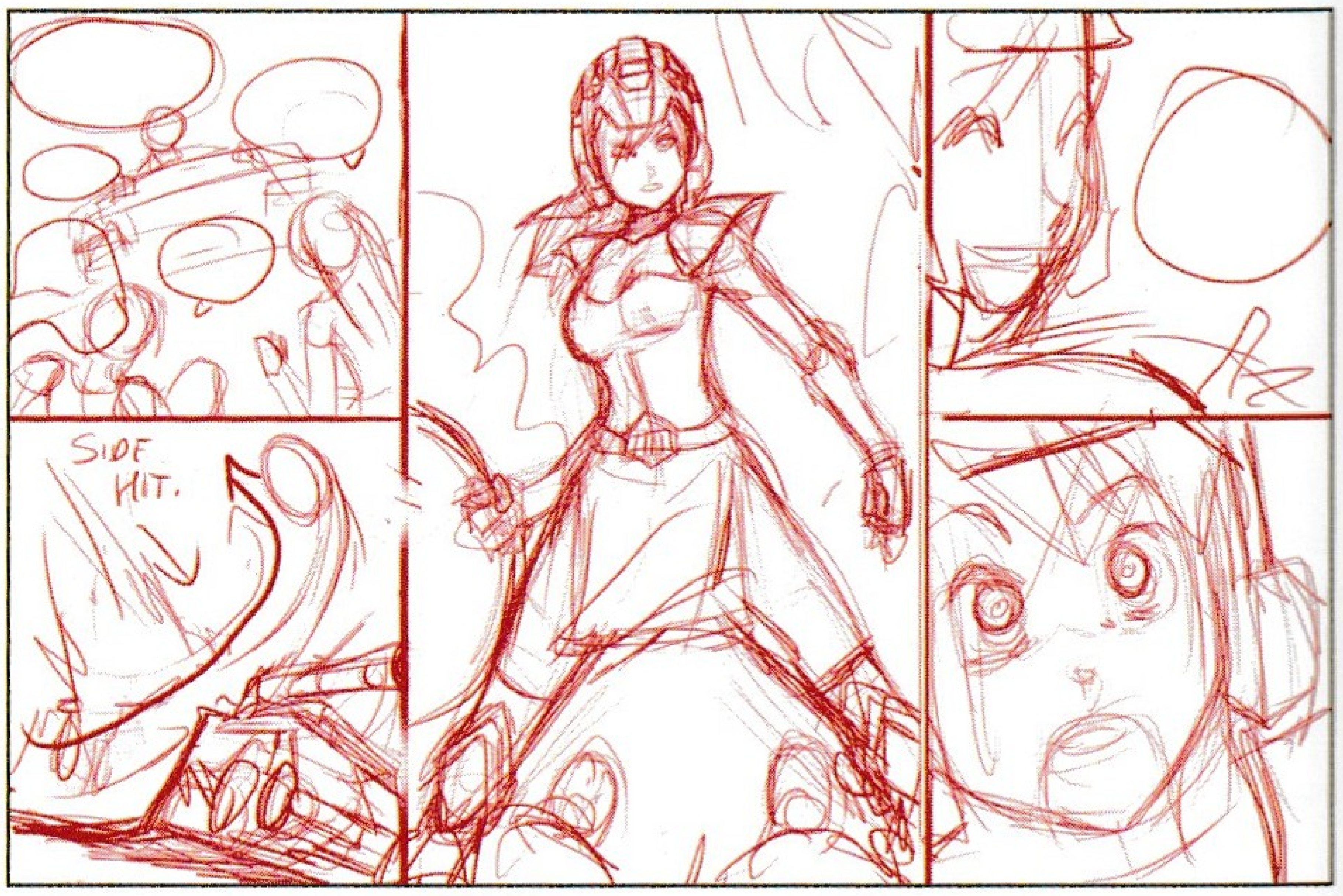
AUGUST 14, 2012

COMMENTS

JIM: Tah-dah, the original Wonder Momo appears. This was the story plan right from the start and I love how it paid off here. It's a fun cliffhanger and sets up lots of story material to come.

OMAR: Aging Wonder Momo was tricky. Here we don't see it as much, since the powersuit has wrinkle- and flab-reducing properties. Still, I had to make her a bit more mature to contrast her with the girls. She had to look like the leader of the two in some way so that we accept her as superior in some respects and more experienced.

ERIK: That is where our mysterious TV viewer went! I was really waiting for this strip to finally, officially tell the fans that our comic is really a sequel to the original game!



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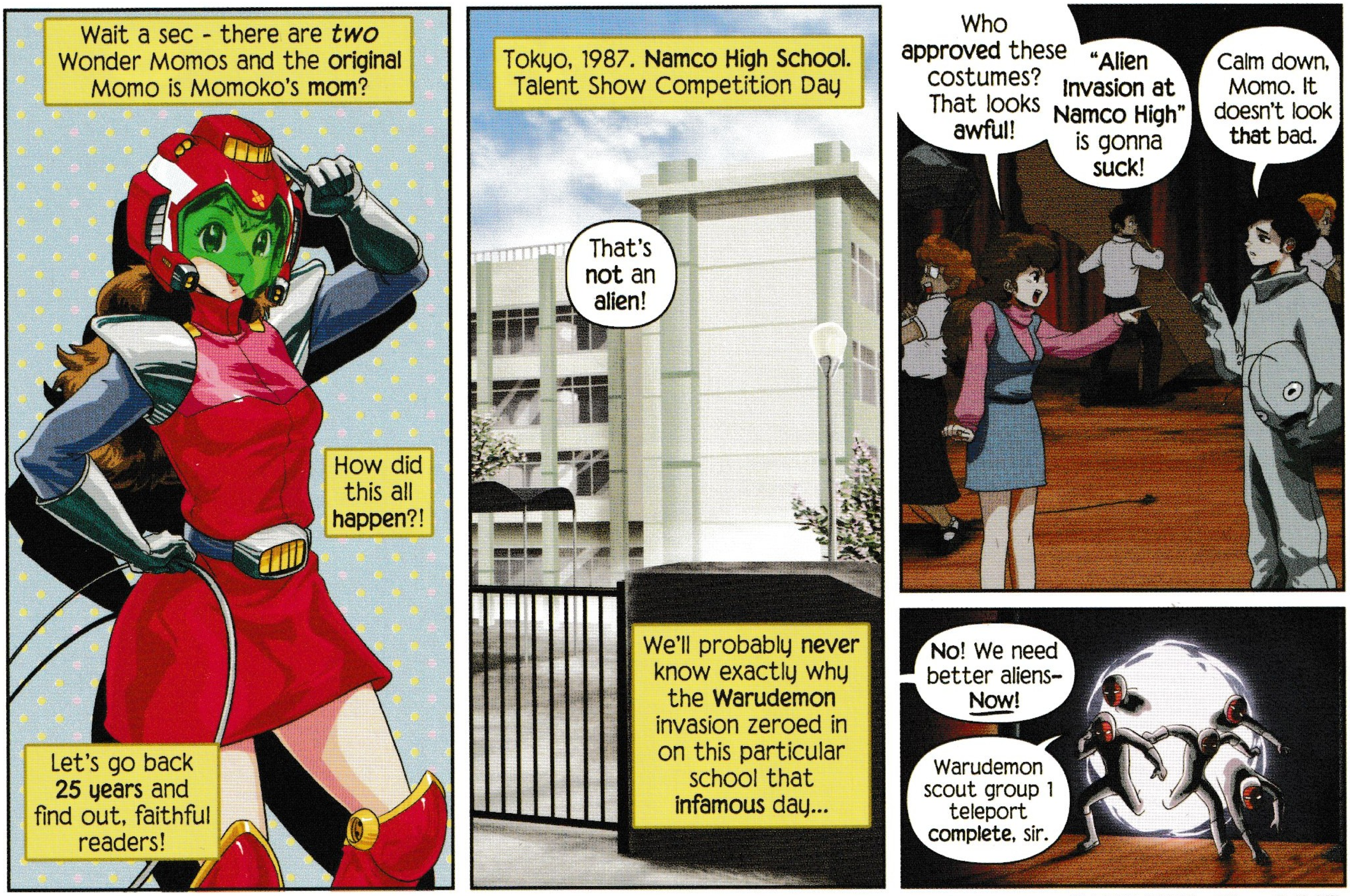

Wait a sec - there are *two* Wonder Momos and the **original** Momo is Momoko's **mom**?
How did this all **happen**?!
Let's go back **25 years** and find out, faithful readers!
Tokyo, 1987. **Namco High School.** Talent Show Competition Day
That's **not** an **alien**!
We'll probably **never** know exactly why the **Warudemon** invasion zeroed in on this particular school that **infamous** day...
Who **approved** these costumes? That looks **awful**!
"Alien Invasion at Namco High" is gonna **suck**!
Calm down, Momo. It doesn't look **that** bad.
No! We need better aliens- **Now!**
Warudemon scout group 1 teleport **complete**, sir.

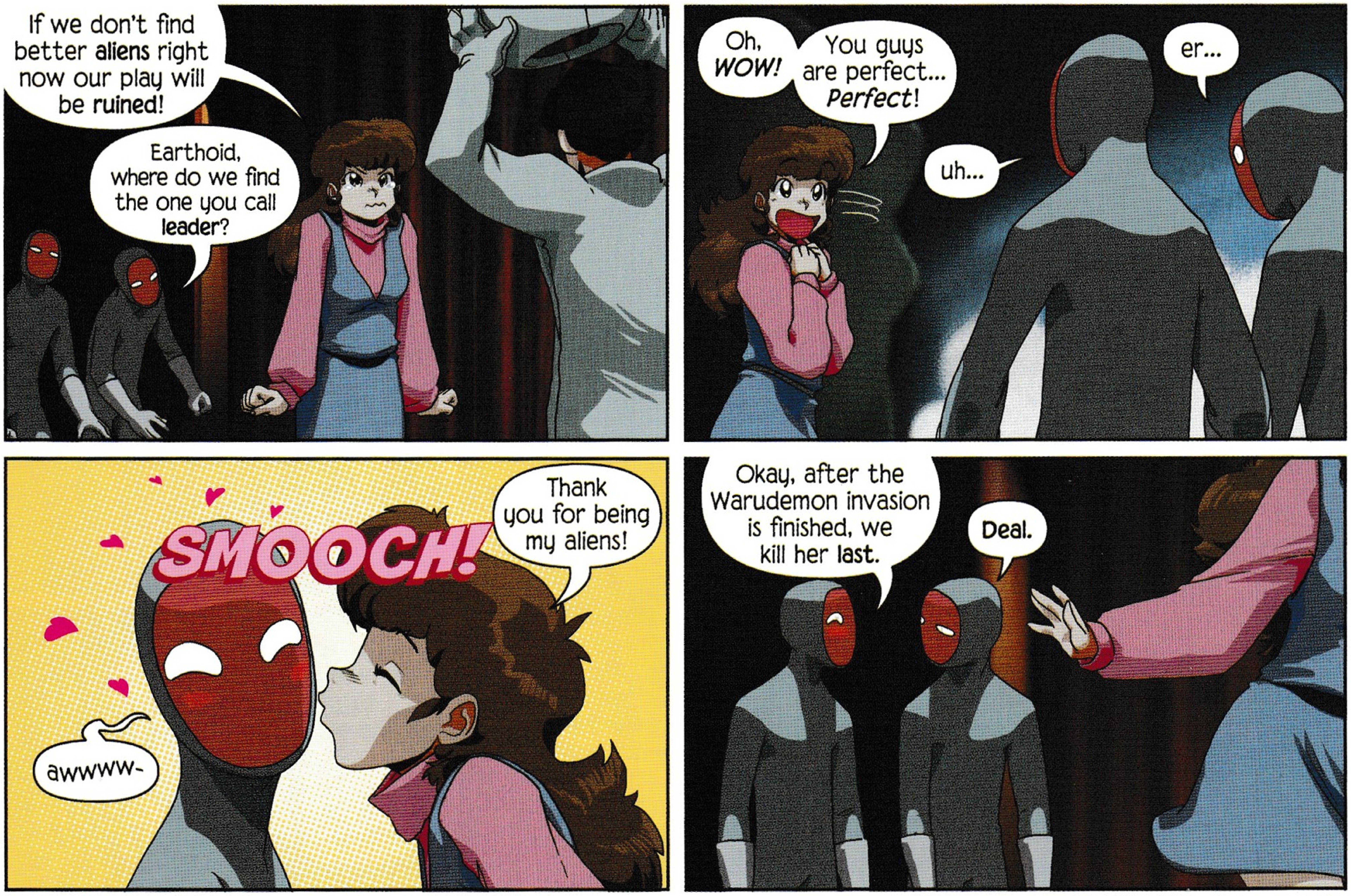
#028: 1987 MOMO IS GO

AUGUST 17, 2012

COMMENTS

JIM: Jeff "Chamba" Cruz jumped in to do this intermission story showing how the original Wonder Momo came to be. It worked well as a way for Omar to get ahead on production and also fills in the gaps for readers who don't know the original game at all.

ERIK: When I talked to Chamba about him doing the original Momo recap strips, we decided to do it so that it would look like an '80s anime. You can see a lot of *Project A-Ko* and *Ranma ½* in these strips.


If we don't find better aliens right now our play will be ruined!
Earthoid, where do we find the one you call leader?
Oh, WOW!
You guys are perfect... Perfect!
uh...
er...
SMOOCH!
Thank you for being my aliens!
awwww-
Okay, after the Warudemon invasion is finished, we kill her last.
Deal.

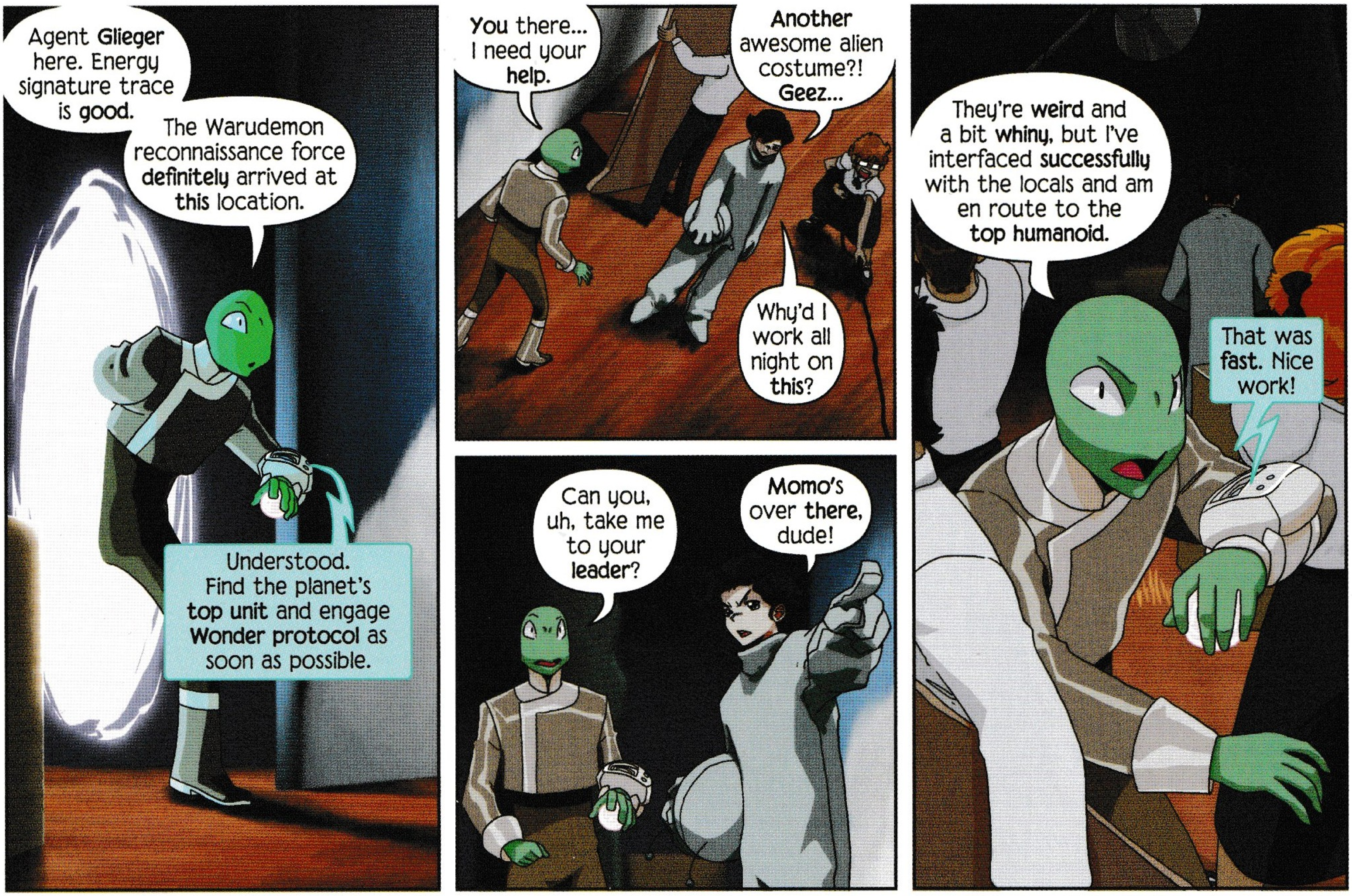
#029: PERFECTLY ALIEN

AUGUST 21, 2012

COMMENTS

JIM: Chamba channeled the '80s anime style to a tee. I love this sequence.

ERIK: The original game is presented as a stage play of a girl fighting aliens. So we took that story element and played it up, with the stage play thing still happening.


Agent Glieger here. Energy signature trace is good.
The Warudemon reconnaissance force definitely arrived at this location.
Understood. Find the planet's top unit and engage Wonder protocol as soon as possible.
You there... I need your help.
Another awesome alien costume?! Geez...
Why'd I work all night on this?
Can you, uh, take me to your leader?
Momo's over there, dude!
They're weird and a bit whiny, but I've interfaced successfully with the locals and am en route to the top humanoid.
That was fast. Nice work!

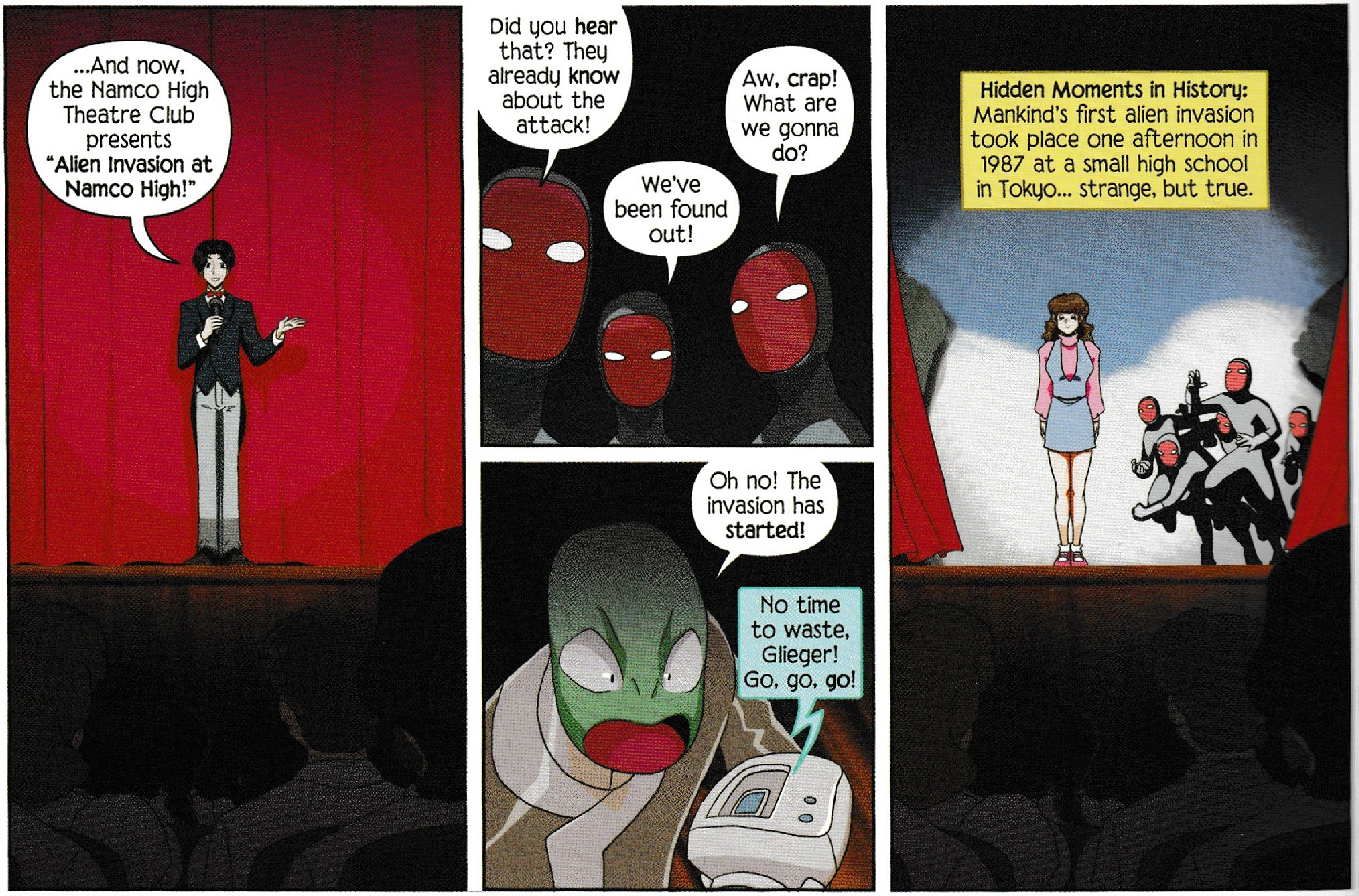
#030: HUMAN INTERACTION

AUGUST 24, 2012

COMMENTS

JIM: I'd forgotten how confident and slick Glieger looked in his first appearance.

ERIK: It was also noted in the original game that Momo got her powers from some alien. So here, we introduced Glooder's mentor.


...And now, the Namco High Theatre Club presents "Alien Invasion at Namco High!"
Did you hear that? They already know about the attack!
Aw, crap! What are we gonna do?
We've been found out!
Oh no! The invasion has started!
No time to waste, Glieger! Go, go, go!
Hidden Moments in History: Mankind's first alien invasion took place one afternoon in 1987 at a small high school in Tokyo... strange, but true.

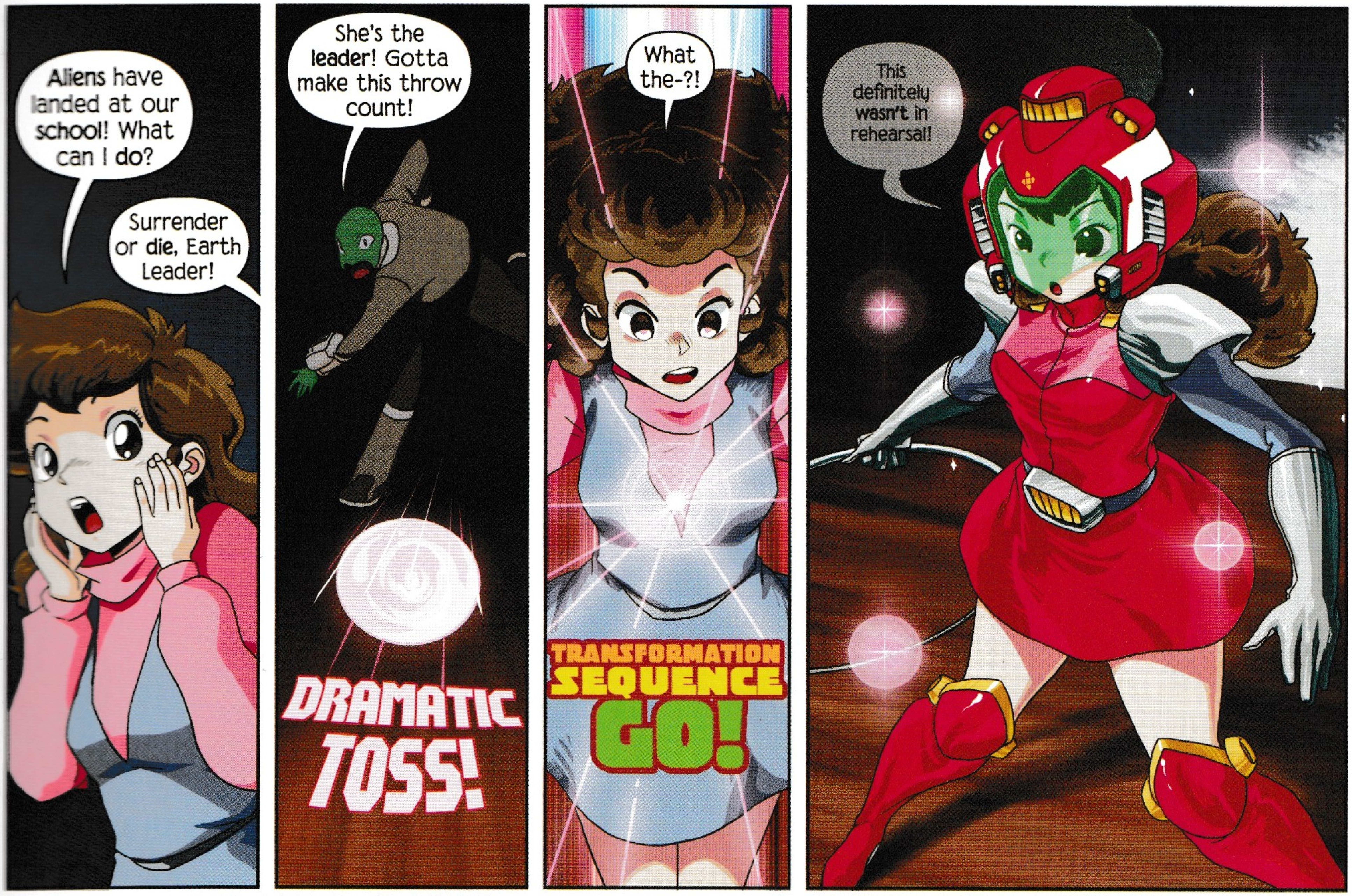
#031: THE INVASION BEGINS

AUGUST 29, 2012

COMMENTS

JIM: 1987 – The Year We Made Contact

ERIK: We needed to name the school, so we just called it "Namco High" for fun. Ironically, Namco High is now real... in the format of a game!


Aliens have landed at our school! What can I do?
Surrender or die, Earth Leader!
She's the leader! Gotta make this throw count!
DRAMATIC TOSS!
What the-?!
TRANSFORMATION SEQUENCE GO!
This definitely wasn't in rehearsal!

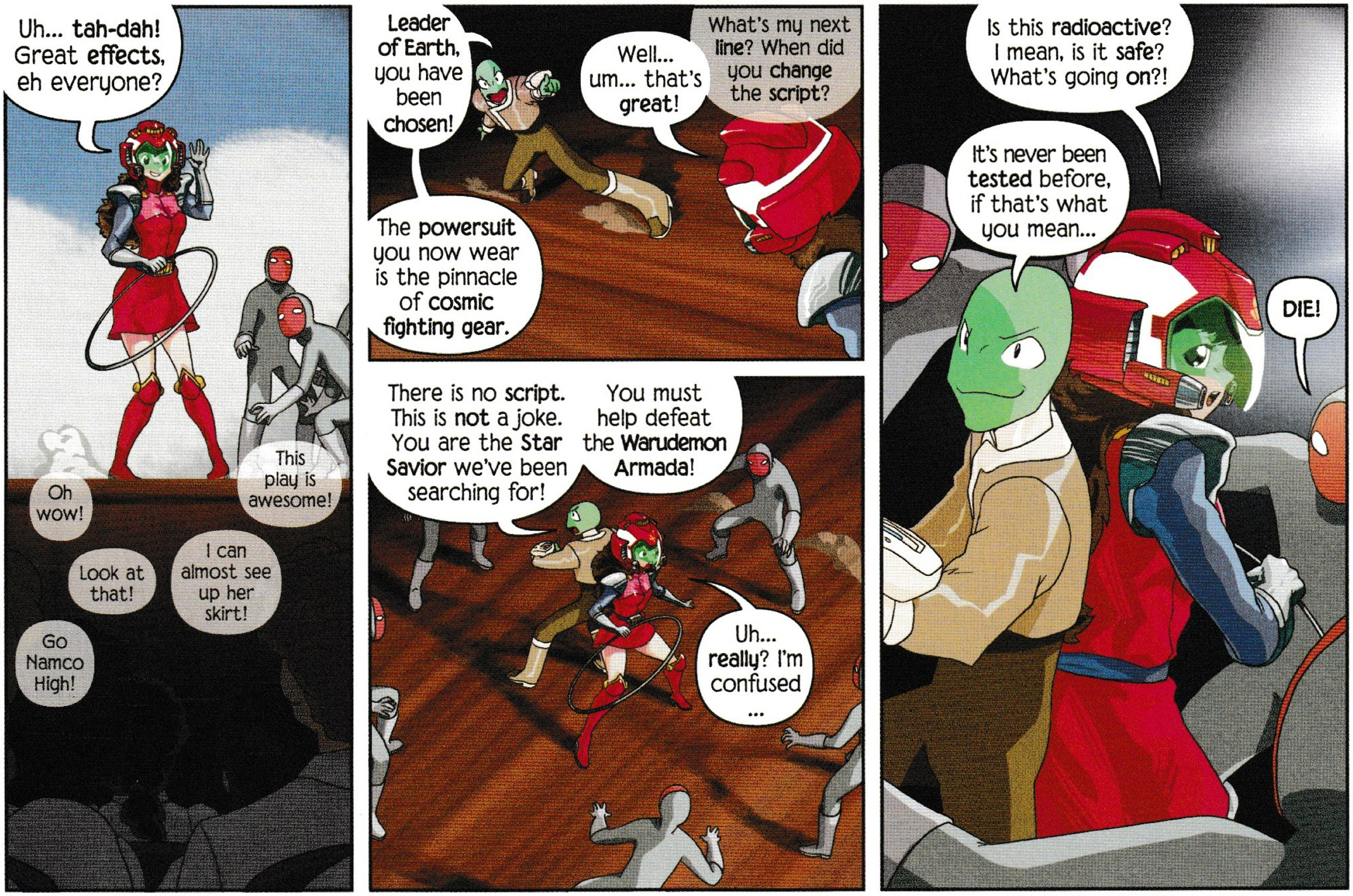
#032: WONDER MOMO IS HERE!

AUGUST 31, 2012

COMMENTS

JIM: The original Wonder Momo's costume is subtly different from Momoko's. Chamba's on fire here.

ERIK: Notice that the original Momo is much smarter than her daughter. She immediately knows something is not right.


Uh... tah-dah! Great effects, eh everyone?
Oh wow!
This play is awesome!
Look at that!
I can almost see up her skirt!
Go Namco High!
Leader of Earth, you have been chosen!
Well... um... that's great!
What's my next line? When did you change the script?
The powersuit you now wear is the pinnacle of cosmic fighting gear.
There is no script. This is not a joke. You are the Star Savior we've been searching for!
You must help defeat the Warudemon Armada!
Uh... really? I'm confused ...
Is this radioactive? I mean, is it safe? What's going on?!
It's never been tested before, if that's what you mean...
DIE!

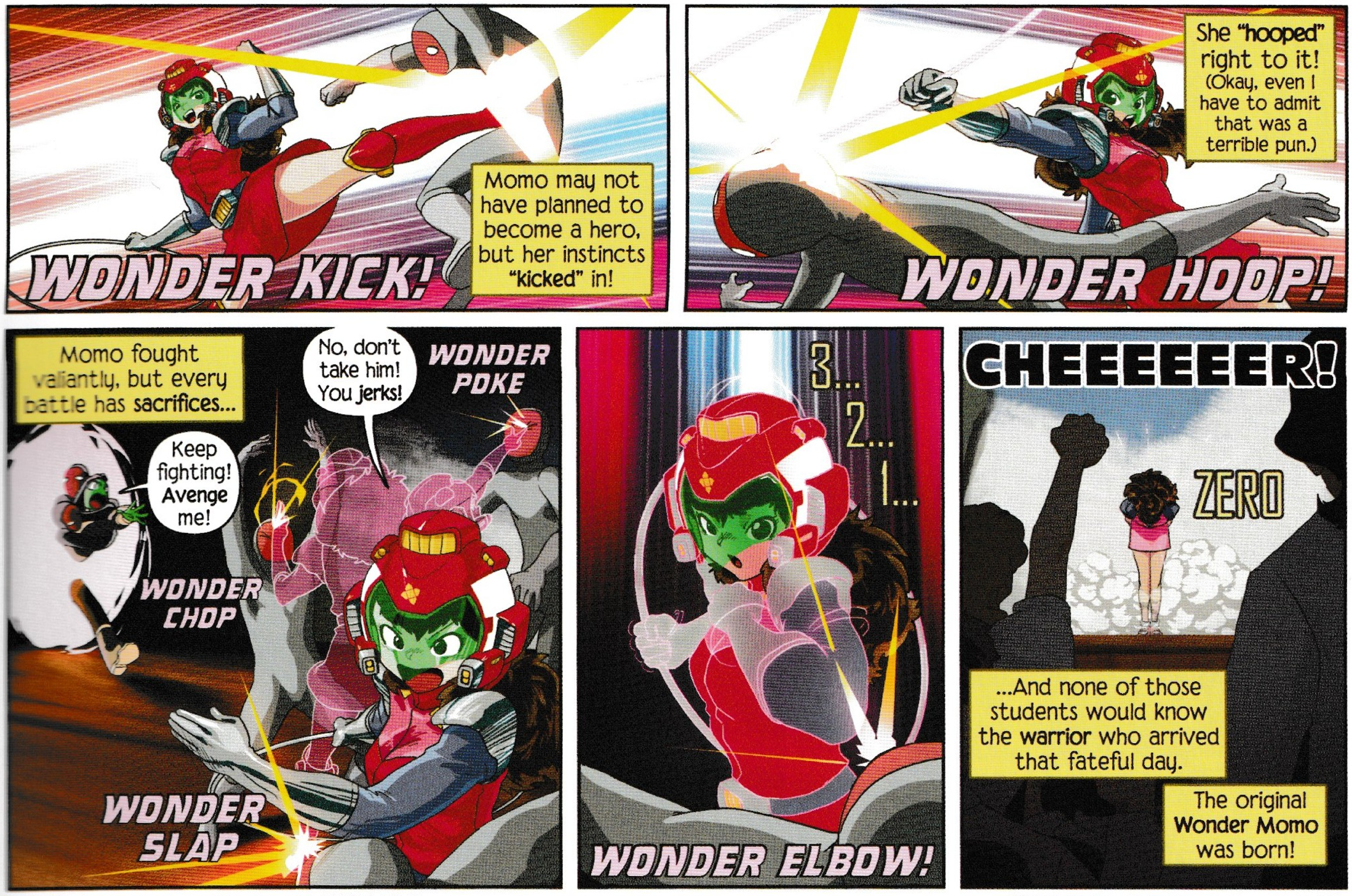
#033: THE SHOW MUST GO ON

SEPTEMBER 05, 2012

COMMENTS

JIM: Tons of expository dialogue here, but Chamba makes it work.

ERIK: The upskirt comment is a valid one, as in the original game, there are photographers who will try to snap an upskirt shot of Wonder Momo, and when that happens, she will be stunned and lose points (I think). Probably one of the main reasons why the game was never translated into English.


WONDER KICK!
Momo may not have planned to become a hero, but her instincts "kicked" in!
She "hooped" right to it! (Okay, even I have to admit that was a terrible pun.)
WONDER HOOP!
Momo fought valiantly, but every battle has sacrifices...
Keep fighting! Avenge me!
No, don't take him! You jerks!
WONDER POKE
WONDER CHOP
WONDER SLAP
3... 2... 1...
WONDER ELBOW!
CHEEEEEEER!
ZERO
...And none of those students would know the warrior who arrived that fateful day.
The original Wonder Momo was born!

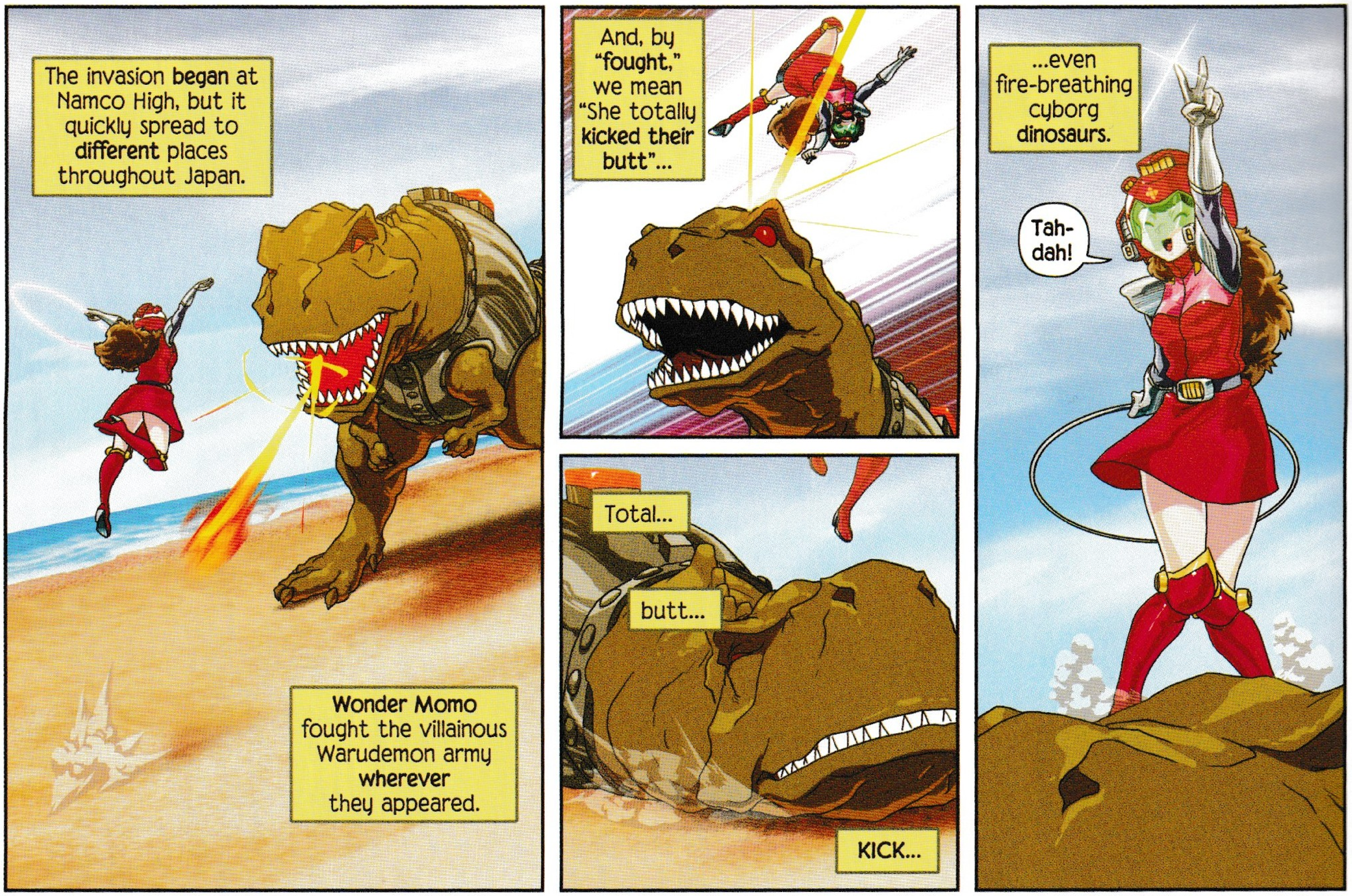
#034: THE HERO INSTINCT

SEPTEMBER 07, 2012

COMMENTS

JIM: Those speed lines and poses really give this one an animation feel. Love it.

ERIK: This page is like watching the '60s *Batman* show, where they had Bat-everything. Now we just put "Wonder" in front of every move!


The invasion began at Namco High, but it quickly spread to different places throughout Japan.
Wonder Momo fought the villainous Warudemon army wherever they appeared.
And, by "fought," we mean "She totally kicked their butt"...
Total...
butt...
KICK...
...even fire-breathing cyborg dinosaurs.
Tah-dah!

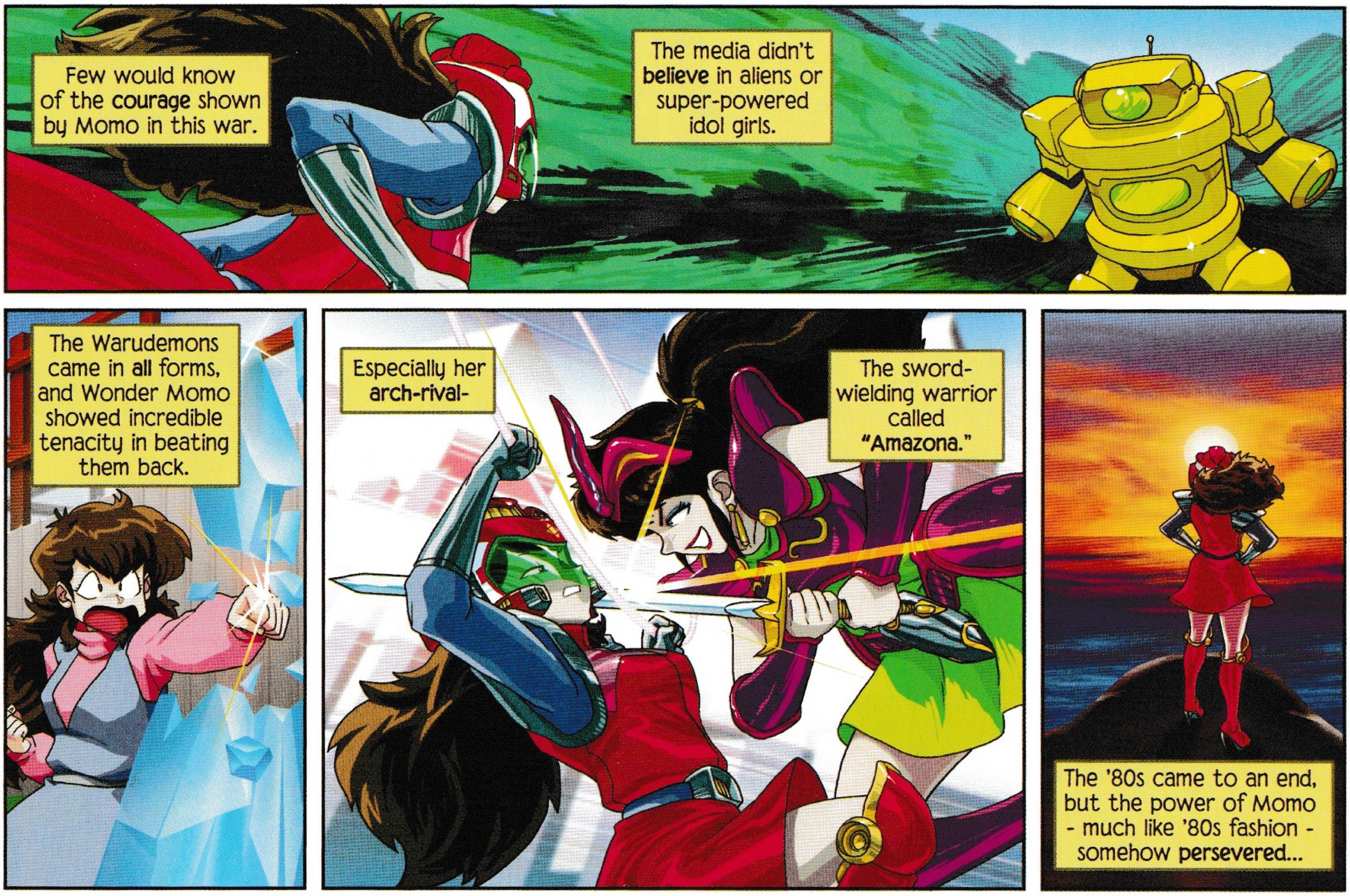
#035: DINO DEFEAT

SEPTEMBER 12, 2012

COMMENTS

JIM: I'm glad we were able to include the fire-breathing cyborg dino. It's a villain from the original game and it was just too weird not to have it make an appearance.

ERIK: Because of time/space constraints, we jump to the next fight immediately.


Few would know of the **courage** shown by Momo in this war.
The media didn't **believe** in aliens or super-powered idol girls.
The Warudemons came in **all** forms, and Wonder Momo showed incredible tenacity in beating them back.
Especially her **arch-rival-**
The sword-wielding warrior called **"Amazona."**
The '80s came to an end, but the power of Momo - much like '80s fashion - somehow **persevered...**

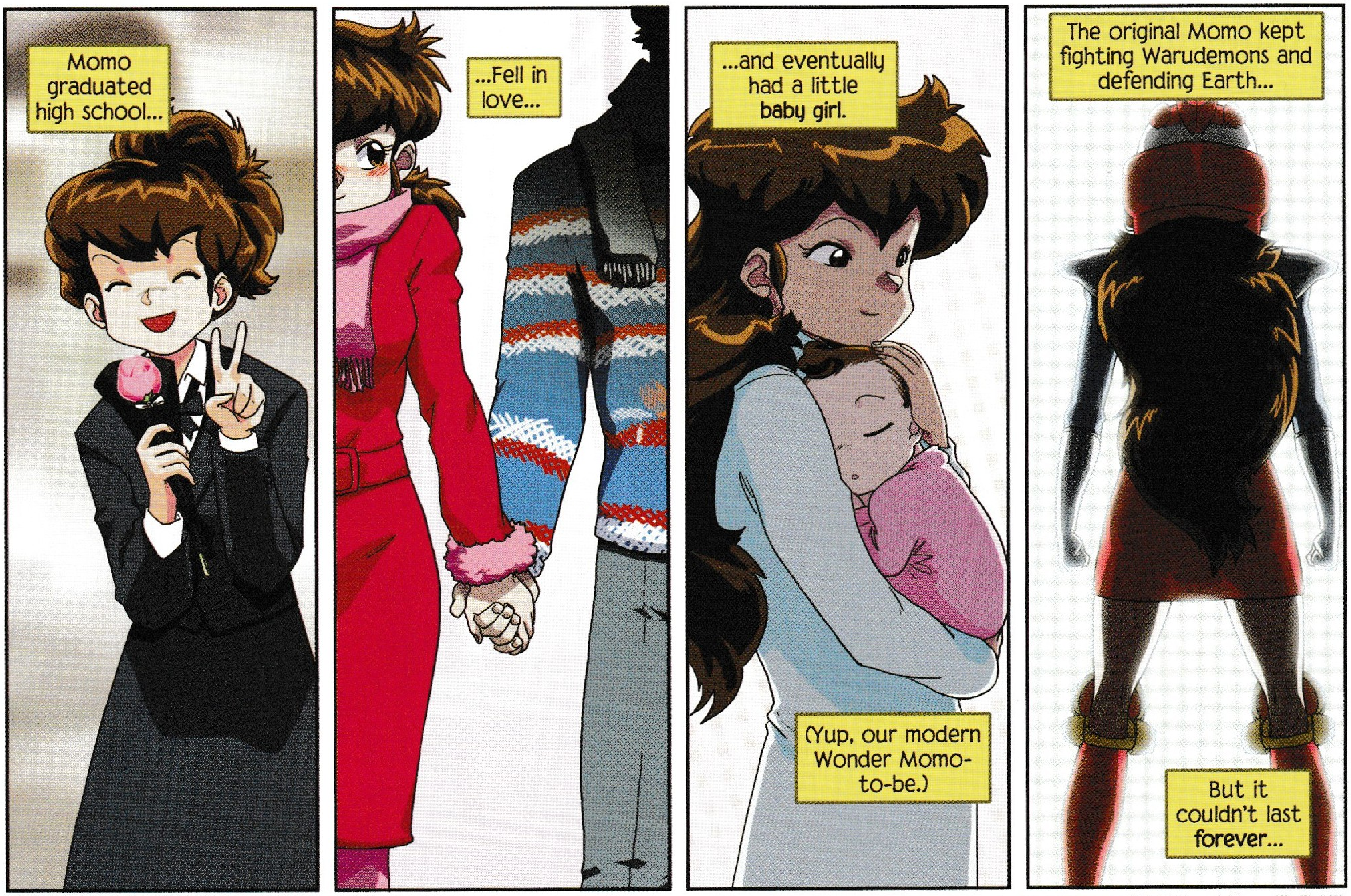
#036: VICTORY FOR MOMO

SEPTEMBER 14, 2012

COMMENTS

JIM: Even the color palette here is '80s-tastic.

ERIK: Panel two – totally *A-Ko*!


Momo graduated high school...
...Fell in love...
...and eventually had a little **baby girl.**
(Yup, our modern Wonder Momo-to-be.)
The original Momo kept fighting Warudemons and defending Earth...
But it couldn't last **forever...**

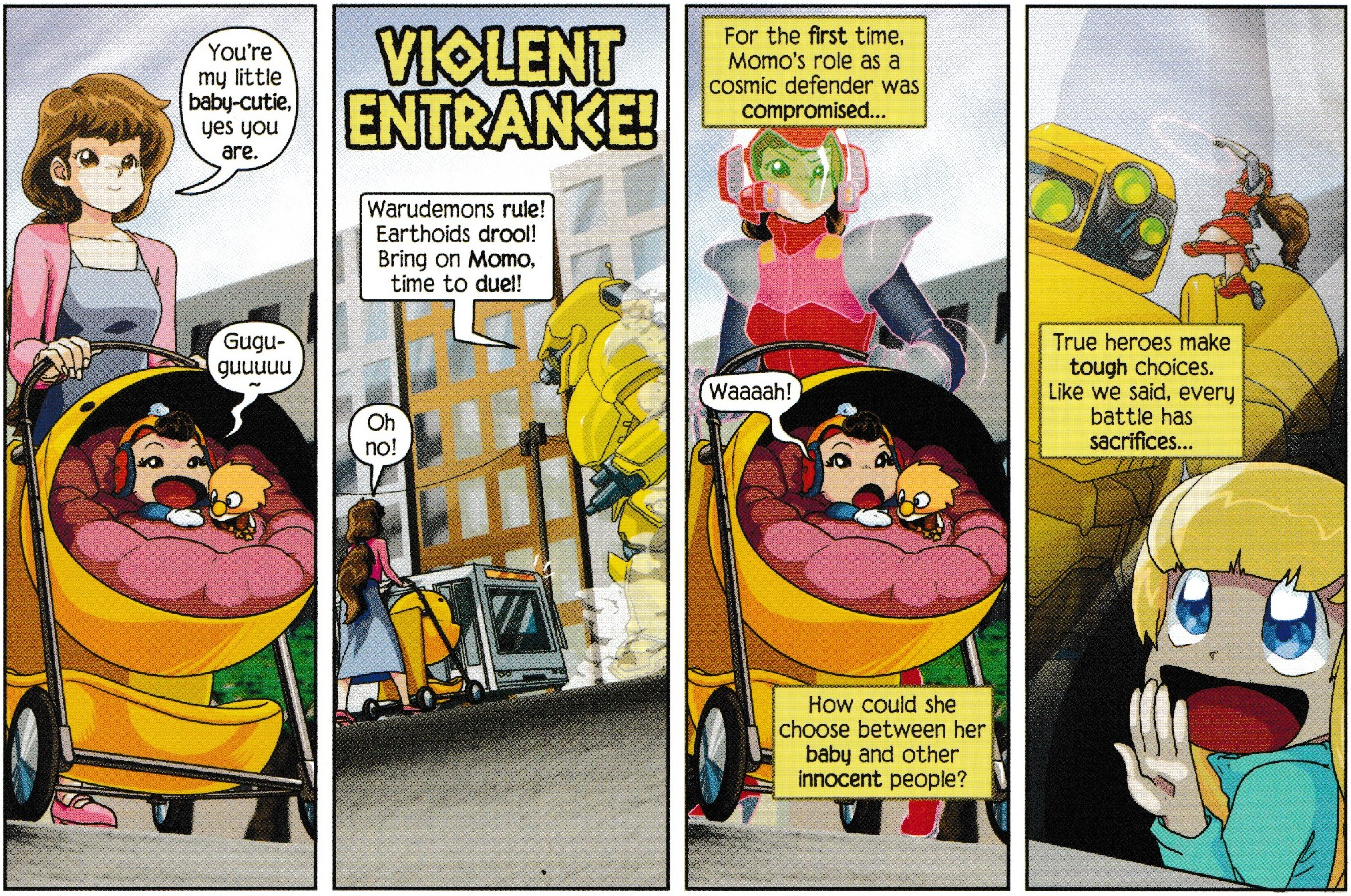
#037: MOMO THROUGH THE YEARS

SEPTEMBER 19, 2012

COMMENTS

JIM: This was a long story discussion as we figured out how much we wanted to show of the transition between the game and our current story. Momoko's dad is shown but he's kind of a mystery. The focus stays on Momo and her daughter, which I really like.

ERIK: ShiftyLook head honcho Rob Pereyda keeps asking me who Momoko's father is, and I keep telling him I have no idea. This conversation is continuing to this day!


You're my little baby-cutie, yes you are.
Gugu-guuuuu~
VIOLENT ENTRANCE!
Warudemons rule! Earthoids drool! Bring on Momo, time to duel!
Oh no!
For the first time, Momo's role as a cosmic defender was compromised...
Waaaah!
How could she choose between her baby and other innocent people?
True heroes make tough choices. Like we said, every battle has sacrifices...

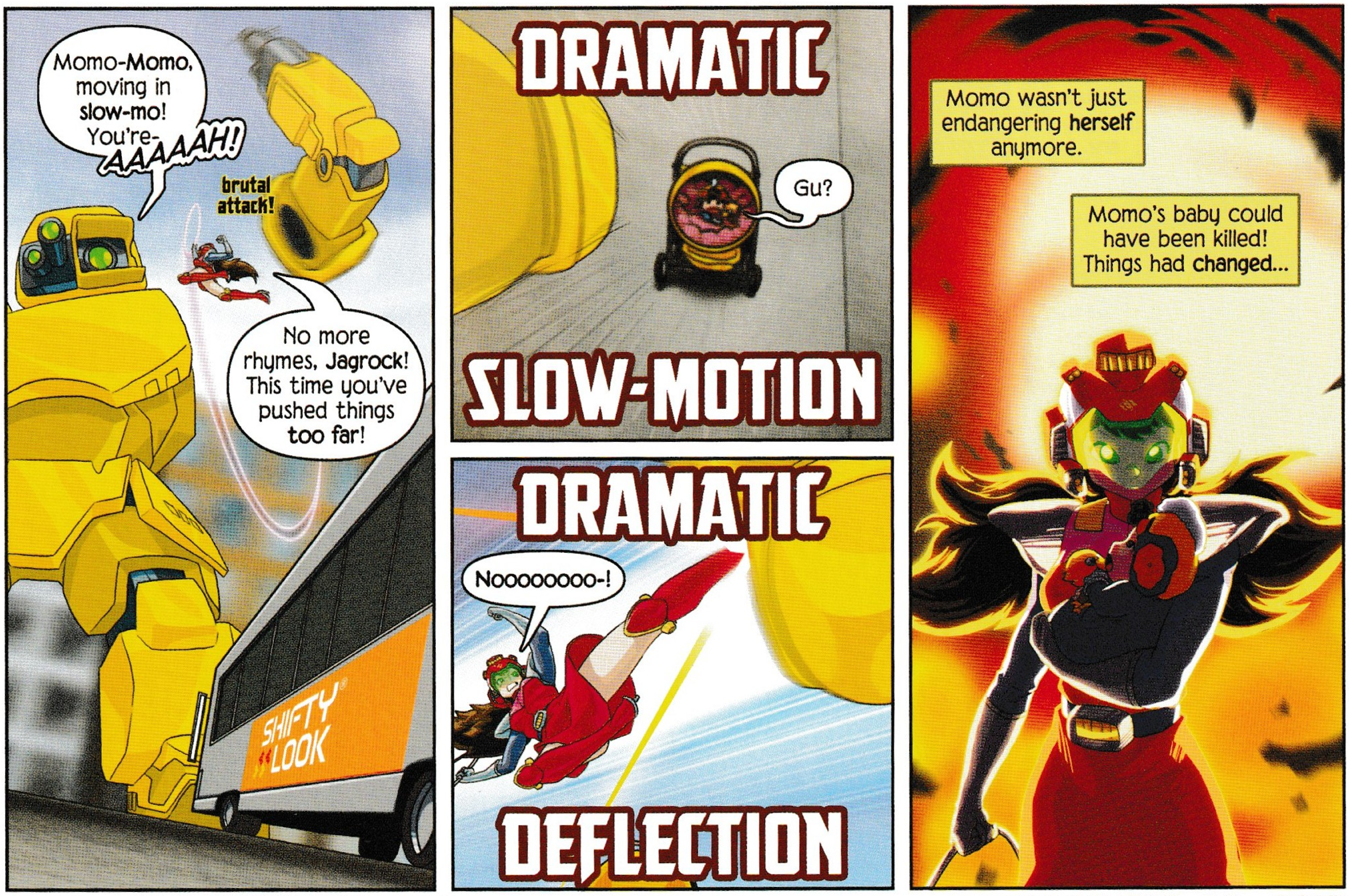
#038: BABY BREAK

SEPTEMBER 21, 2012

COMMENTS

JIM: Baby Momoko has a Bravoman hat and a little plush *Sky Kid* doll. Also, the young Aki makes a cameo, tying back into her flashback, which I like a lot.

ERIK: Let's not forget little Akiho. This strip echoes the modern Amazona origin strips. We were actually writing down notes about how old everyone is at this time, so that the new generation would make sense. It's complicated!


Momo-**Momo**, moving in **slow-mo**! You're-AAAAAH!
brutal attack!
No more rhymes, **Jagrock**! This time you've pushed things **too far**!
SHIFTY LOOK
DRAMATIC
Gu?
SLOW-MOTION
DRAMATIC
Nooooooooo-!
DEFLECTION
Momo wasn't just endangering **herself** anymore.
Momo's baby could have been killed! Things had **changed**...

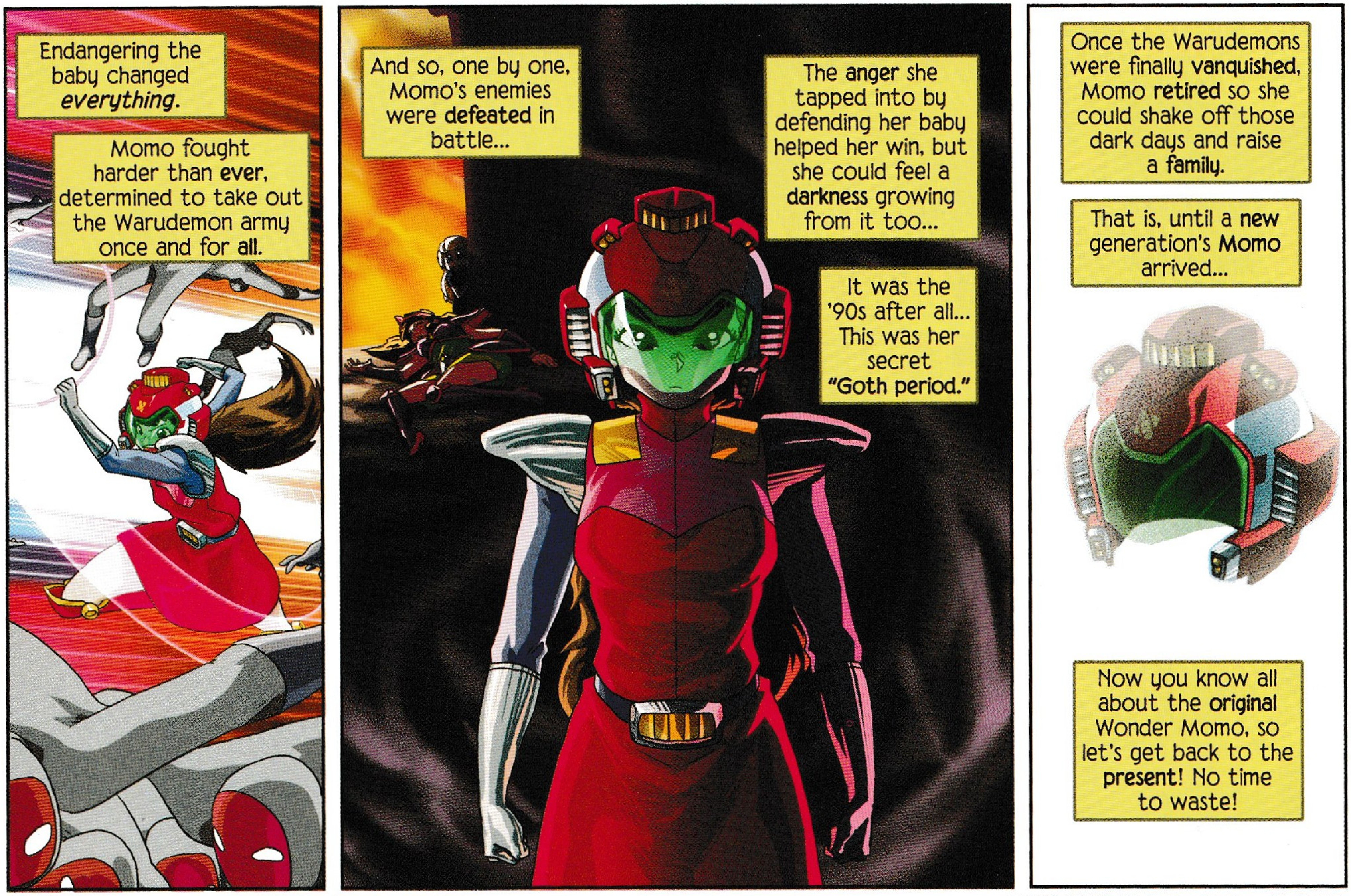
#039: CHILD ENDANGERMENT

SEPTEMBER 26, 2012

COMMENTS

JIM: I don't know why Jagrock – the giant yellow robot here – rhymes as he talks, but I like it.

ERIK: The last panel is very "*Lone Wolf and Cub*."


Endangering the baby changed *everything*.
Momo fought harder than **ever**, determined to take out the Warudemon army once and for **all**.
And so, one by one, Momo's enemies were **defeated** in battle...
The **anger** she tapped into by defending her baby helped her win, but she could feel a **darkness** growing from it too...
It was the '90s after all... This was her secret **"Goth period."**
Once the Warudemons were finally **vanquished**, Momo **retired** so she could shake off those dark days and raise a **family**.
That is, until a **new** generation's **Momo** arrived...
Now you know all about the **original** Wonder Momo, so let's get back to the **present**! No time to waste!

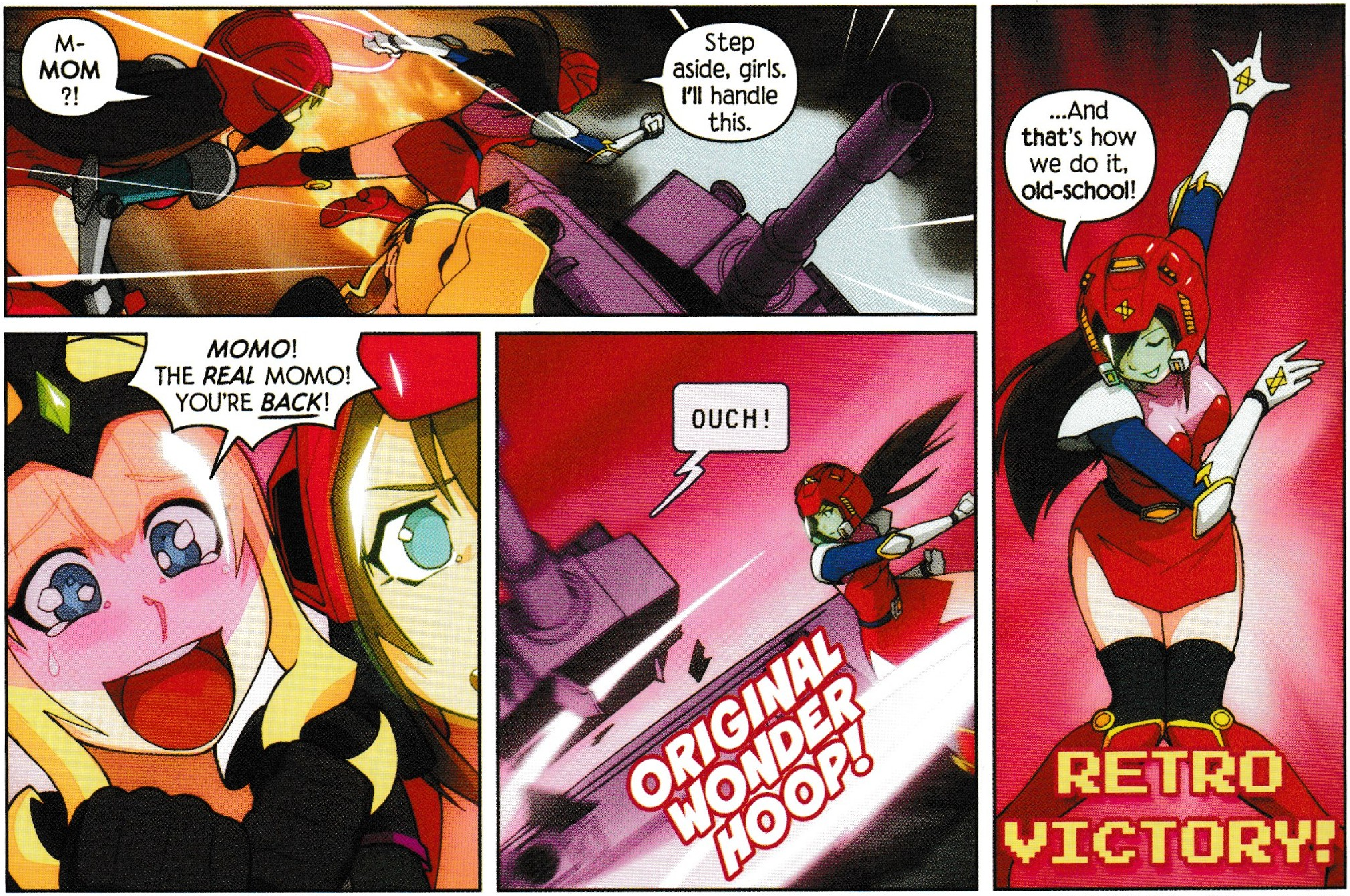
#040: THE END OF AN ERA

SEPTEMBER 28, 2012

COMMENTS

JIM: The idea of a "Dark Momo" gets subtly set up here and we pay that off down the line. This wraps up our intermission story. I think Chamba did a stellar job on it.

ERIK: Note that there is no more timer countdown now... I told you guys before that we were gonna get rid of that timer thing, right? Also, see that sneaky Akiho at the back...? Again, these past few strips go full circle nicely with Amazona's origin story from earlier.


M-MOM ?!
Step aside, girls. I'll handle this.
MOMO! THE *REAL* MOMO! YOU'RE *BACK*!
OUCH!
ORIGINAL WONDER HOOP!
...And that's how we do it, old-school!
RETRO VICTORY!

#041: RETRO VICTORY

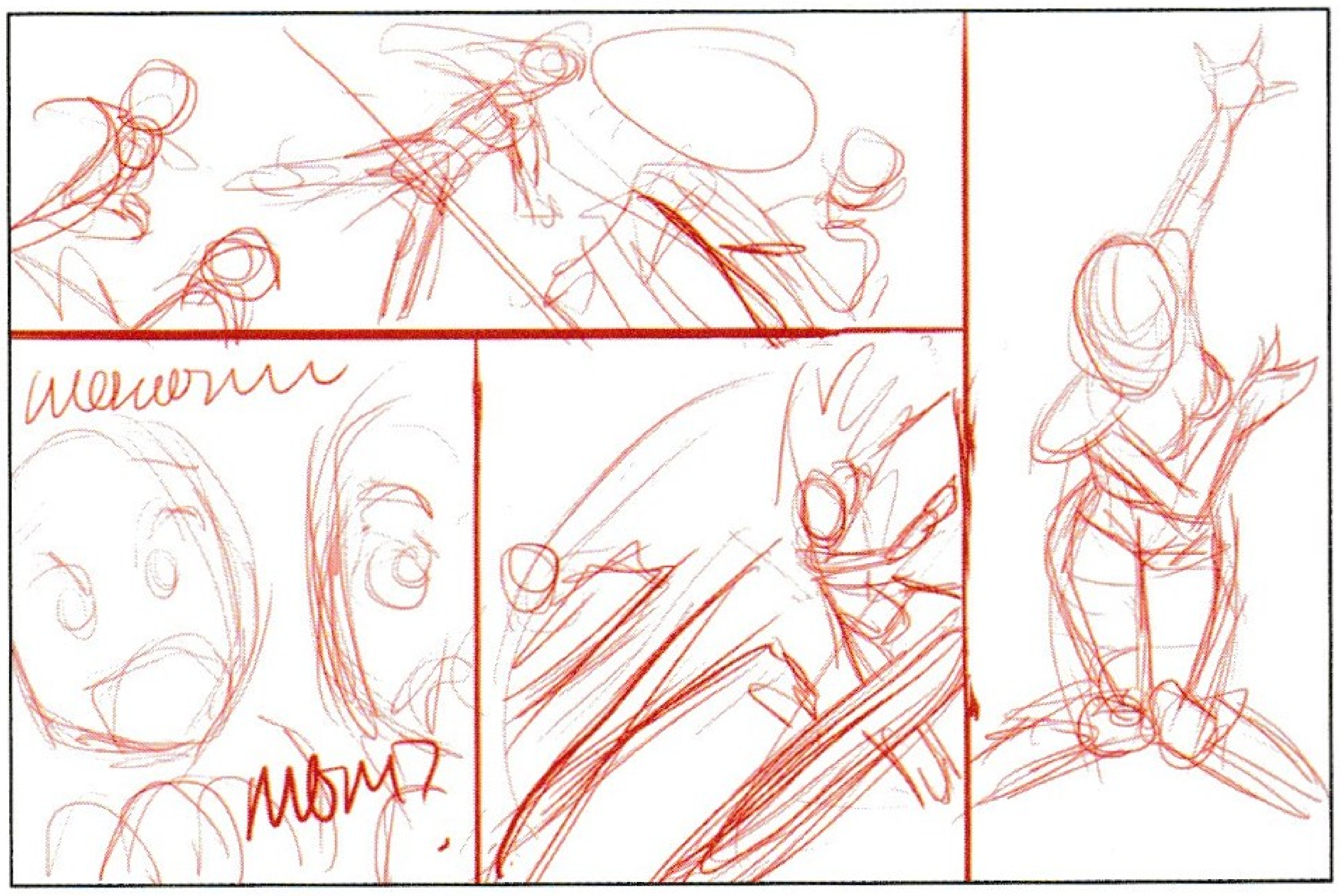
OCTOBER 03, 2012

COMMENTS

JIM: Back to our main story as the original Wonder Momo crushes the MegaTank. I think the old-school pixel font works well here.

OMAR: Aki's fangasm seems legit.

ERIK: That is Wonder Momo's actual victory pose in the game!



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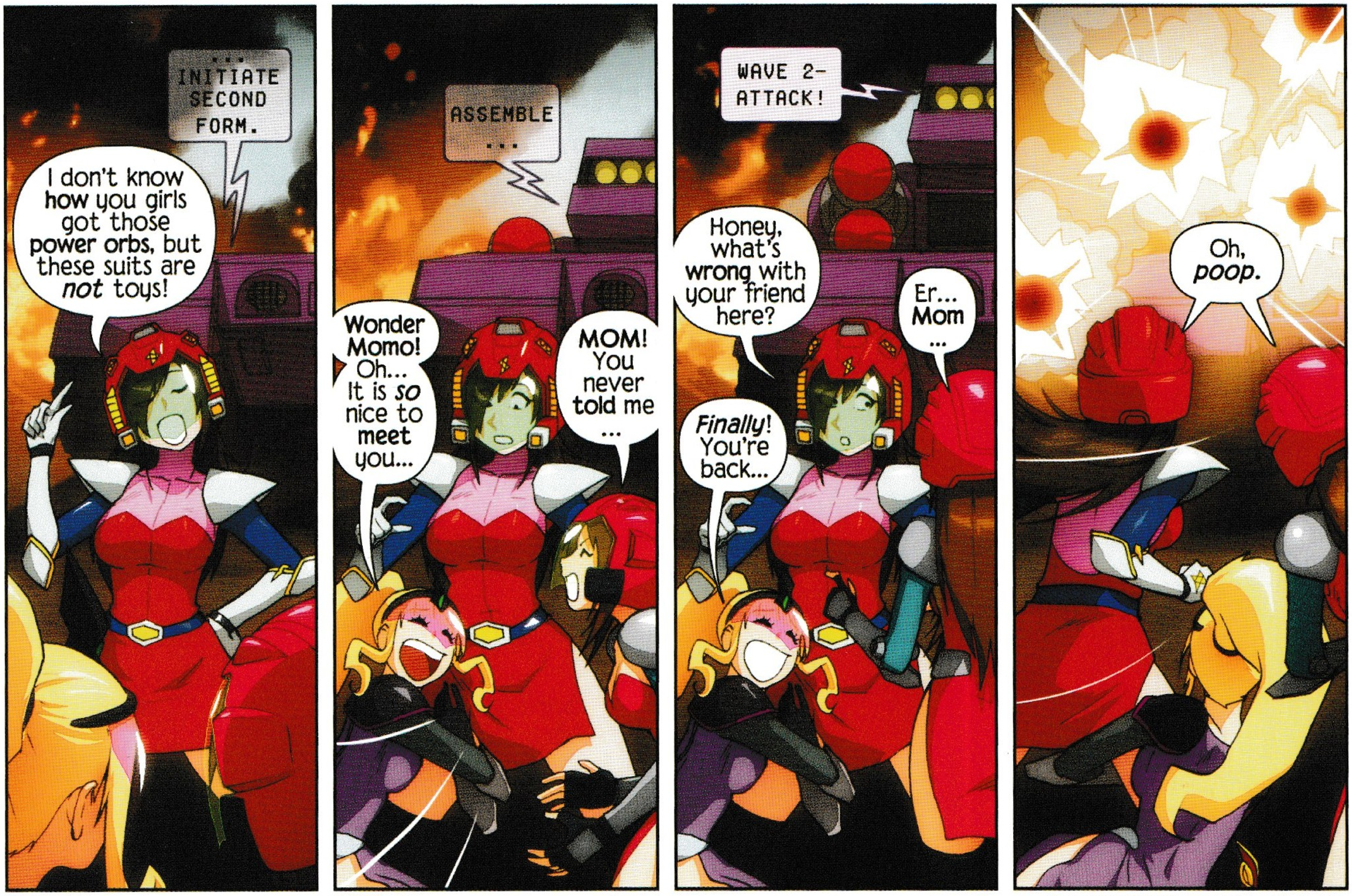

... INITIATE SECOND FORM.
I don't know how you girls got those power orbs, but these suits are not toys!
ASSEMBLE ...
Wonder Momo! Oh... It is so nice to meet you...
MOM! You never told me ...
WAVE 2- ATTACK!
Honey, what's wrong with your friend here?
Er... Mom ...
Finally! You're back...
Oh, poop.

#042: AND NOW, WAVE 2

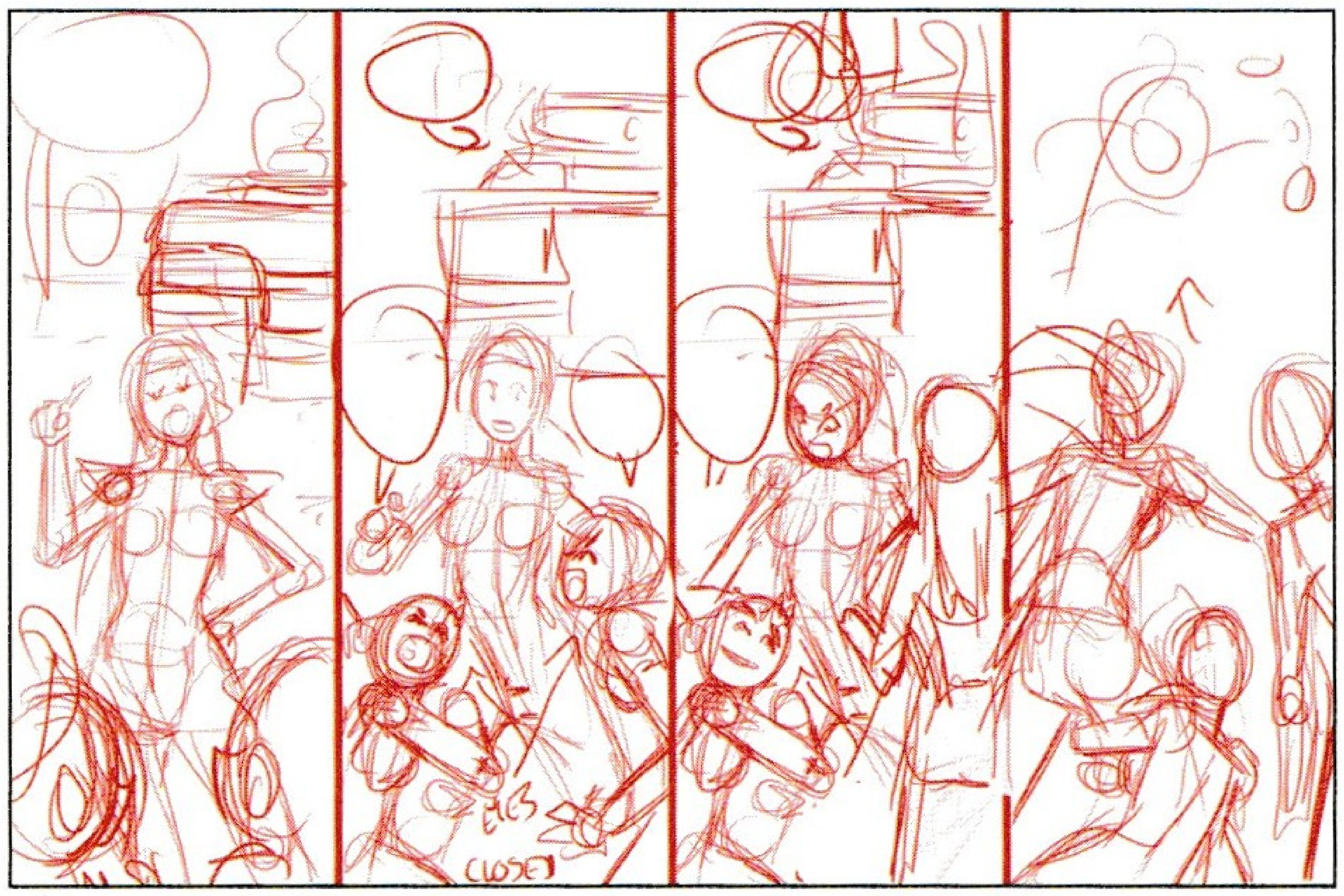
OCTOBER 05, 2012

COMMENTS

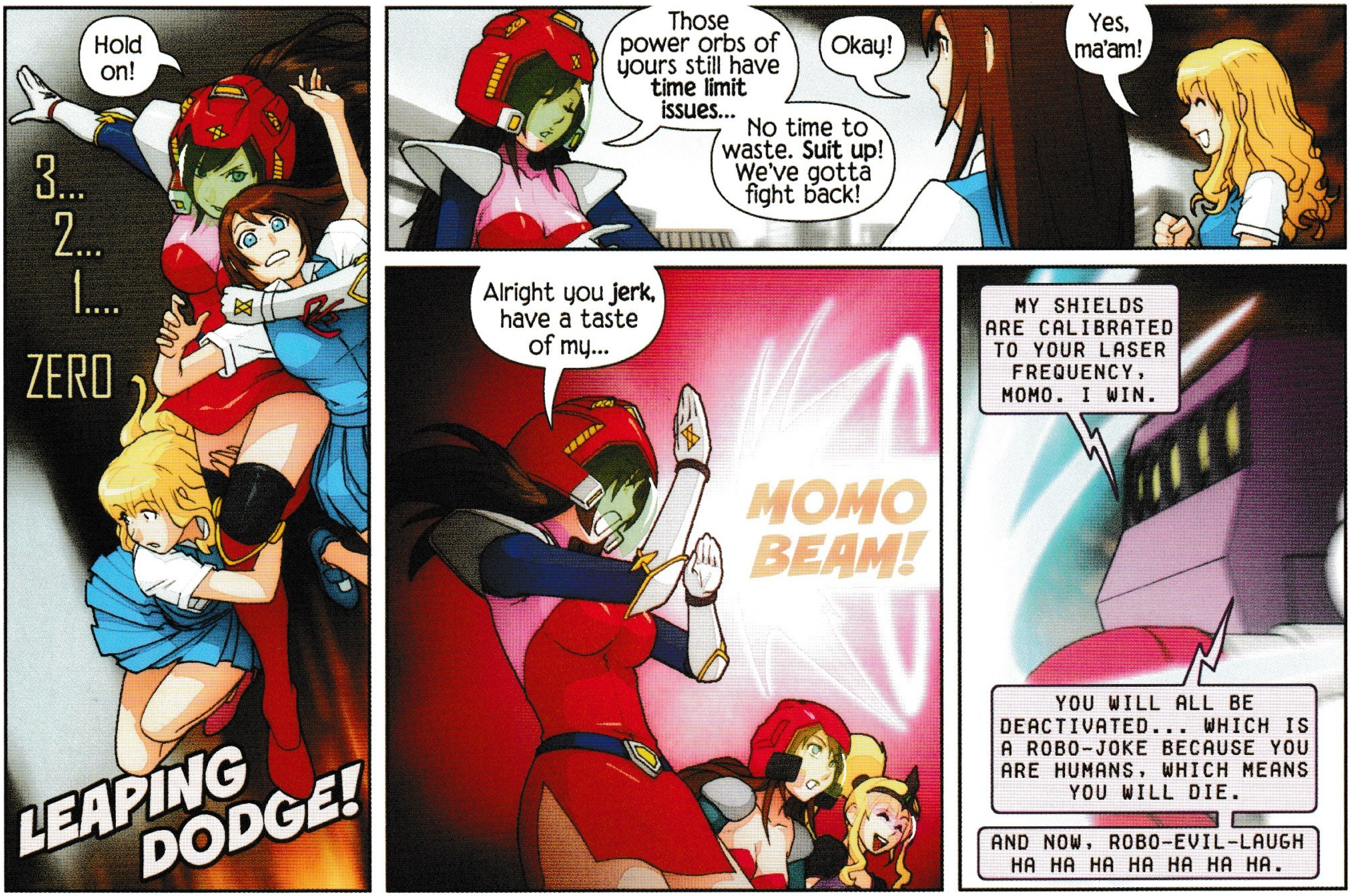
JIM: I love moment-to-moment panels like this where it feels like animation as the characters shift over the same background. Omar's posing is spot-on.

OMAR: Wonder Mom-mo.

ERIK: Remember how the enemy is supposed to be a robo-tank??? This is how I get to correct the initial mistake!



ROUGH LAYOUT


Hold on!
3... 2... 1.... ZERO
LEAPING DODGE!
Those power orbs of yours still have time limit issues...
No time to waste. Suit up! We've gotta fight back!
Okay!
Yes, ma'am!
Alright you jerk, have a taste of my...
MOMO BEAM!
MY SHIELDS ARE CALIBRATED TO YOUR LASER FREQUENCY, MOMO. I WIN.
YOU WILL ALL BE DEACTIVATED... WHICH IS A ROBO-JOKE BECAUSE YOU ARE HUMANS, WHICH MEANS YOU WILL DIE.
AND NOW, ROBO-EVIL-LAUGH HA HA HA HA HA HA HA.

#043: ROBO-HUMOR

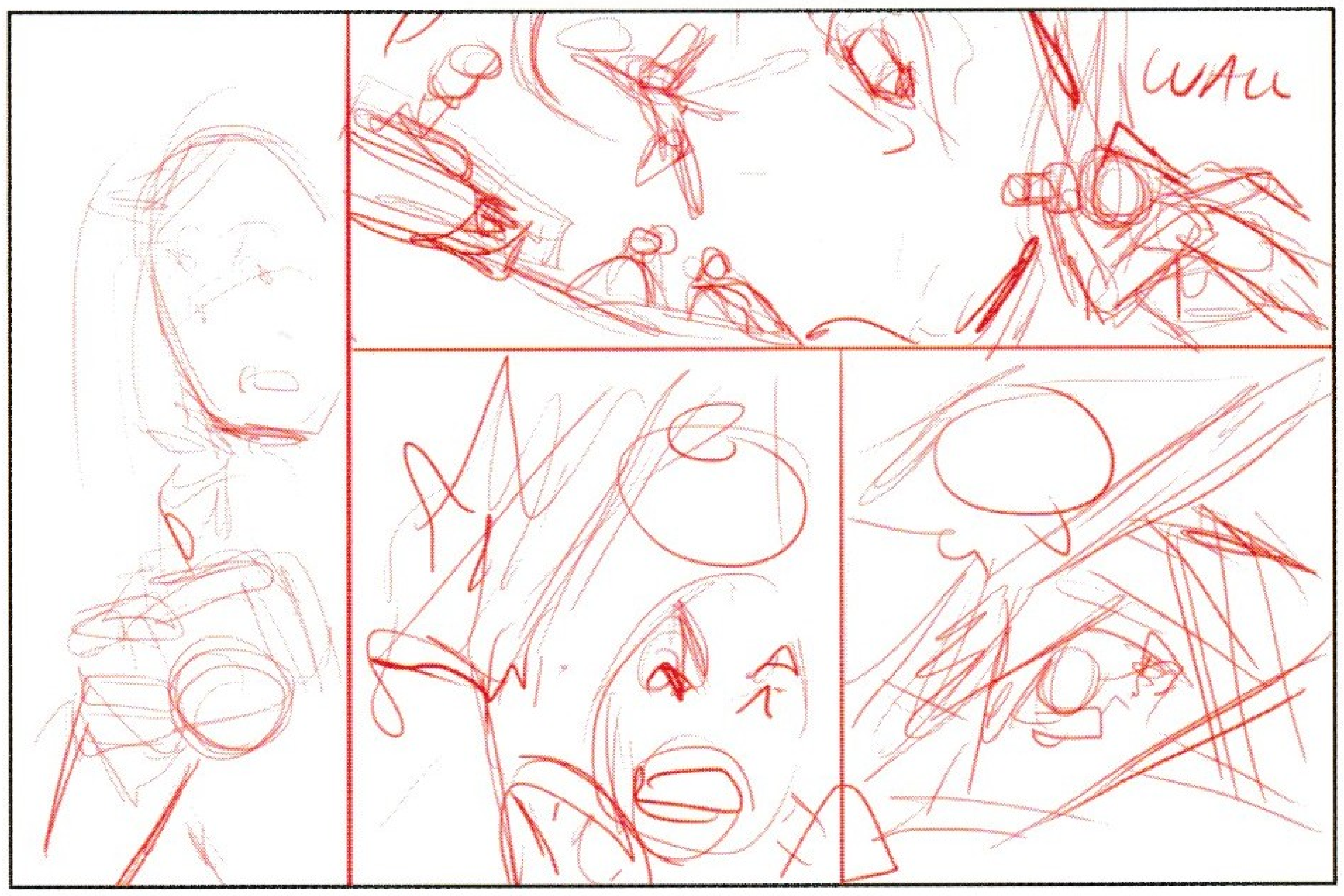
OCTOBER 10, 2012

COMMENTS

JIM: "Robo-evil-laugh" is one for the ages.

OMAR: Panel one is still a favorite of mine.

ERIK: I believe a lot of these Momo moves were introduced in crossover games and not shown in the original game. The Momo Beam here is official, but really resembles Ultraman's Ultra Beam...



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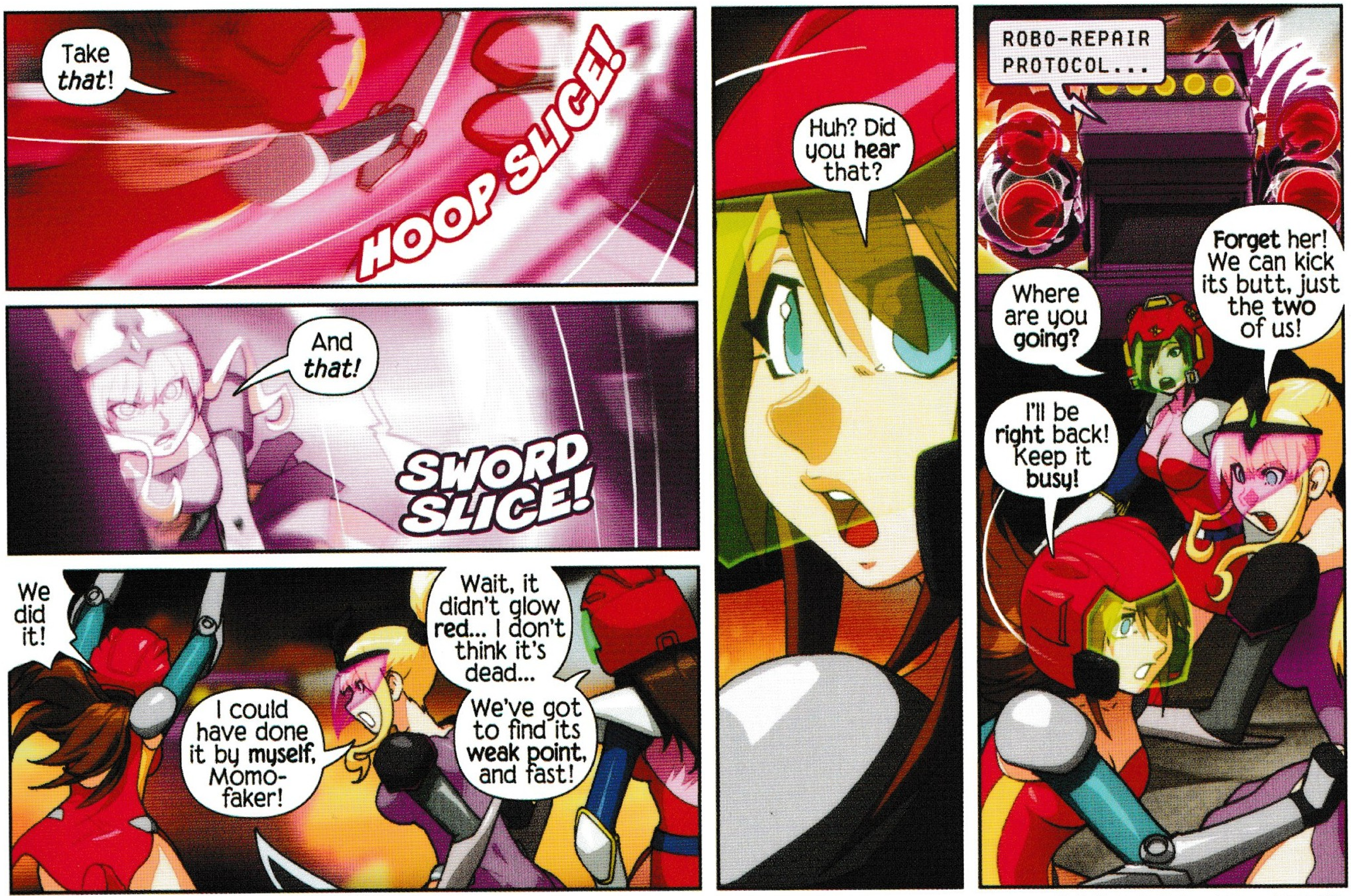

Take *that*!
HOOP SLICE!
And *that*!
SWORD SLICE!
We did it!
I could have done it by **myself**, Momo-faker!
Wait, it didn't glow **red**... I don't think it's dead...
We've got to find its **weak point**, and fast!
Huh? Did you **hear** that?
ROBO-REPAIR PROTOCOL...
Forget her! We can kick its butt, just the **two** of us!
Where are you going?
I'll be **right** back! Keep it busy!

#044: WRETCHED REGENERATING ROBOT

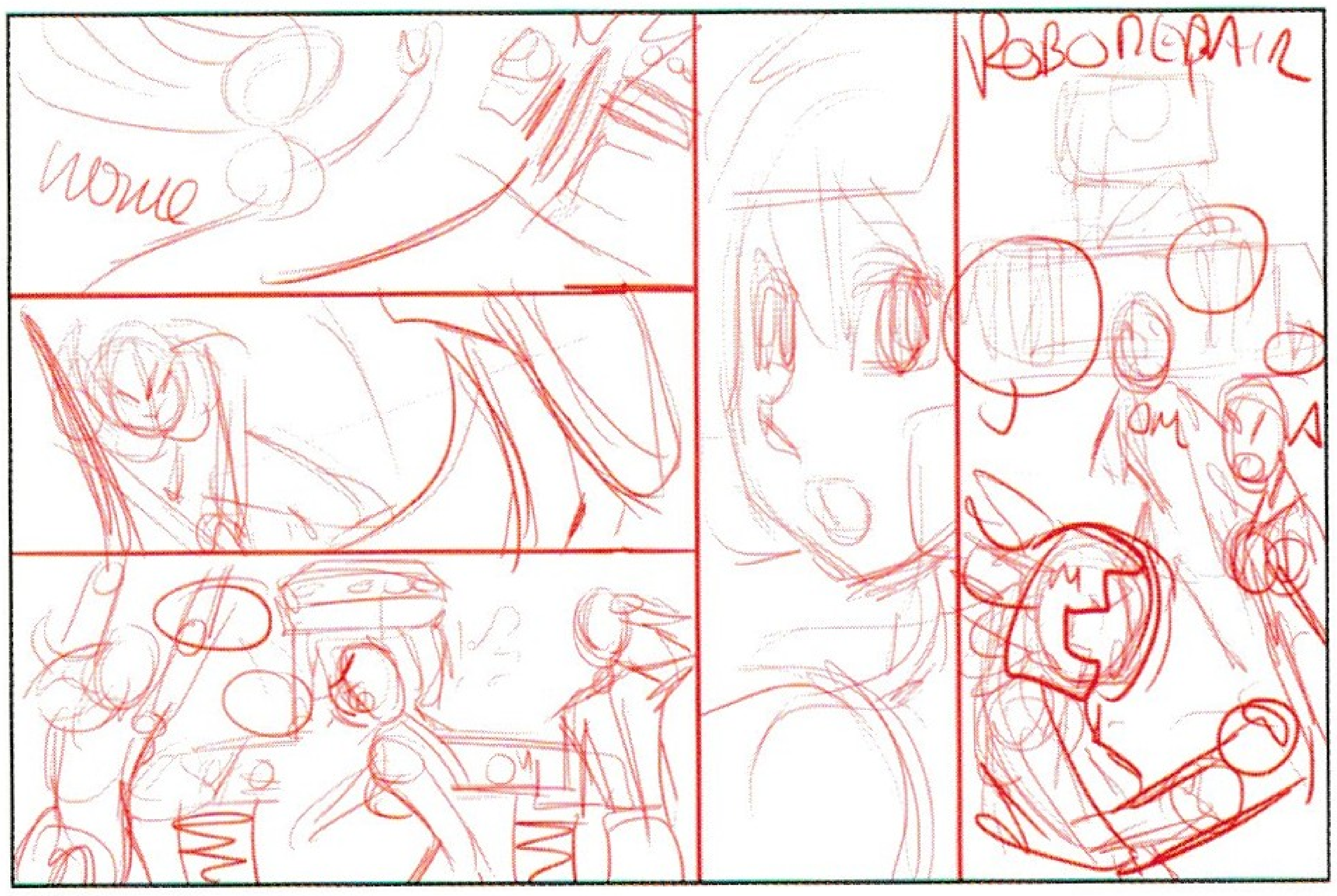
OCTOBER 12, 2012

COMMENTS

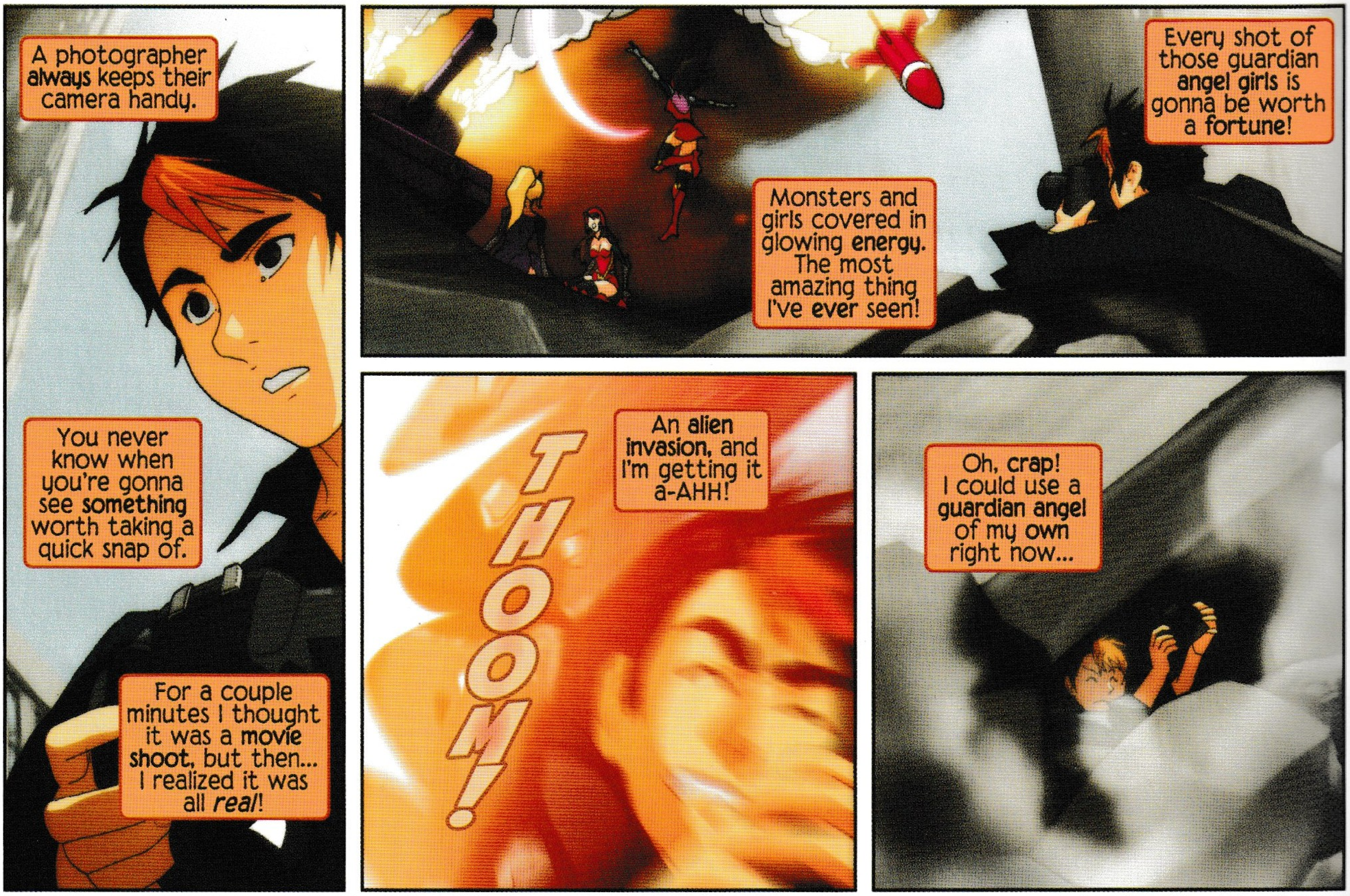
JIM: I think everything, in games or the real world, should flash red when it's dying. It's the polite thing to do.

OMAR: Juggling three fighting and talking characters in a 900-pixel-wide space is tricky and busy at times. I like Momoko's victory pose, she's a bit of a dork.

ERIK: There is a reason why I want the robo-tank to keep regenerating... more on that later.


ROBO REPAIR

ROUGH LAYOUT


A photographer **always** keeps their camera handy.
You never know when you're gonna see **something** worth taking a quick snap of.
For a couple minutes I thought it was a **movie shoot**, but then... I realized it was all ***real***!
Monsters and girls covered in glowing **energy**. The most amazing thing I've **ever** seen!
Every shot of those guardian **angel girls** is gonna be worth a **fortune**!
THOOM!
An **alien invasion**, and I'm getting it a-AHH!
Oh, **crap**! I could use a **guardian angel** of my own right now...

#045: ANOTHER POINT OF VIEW

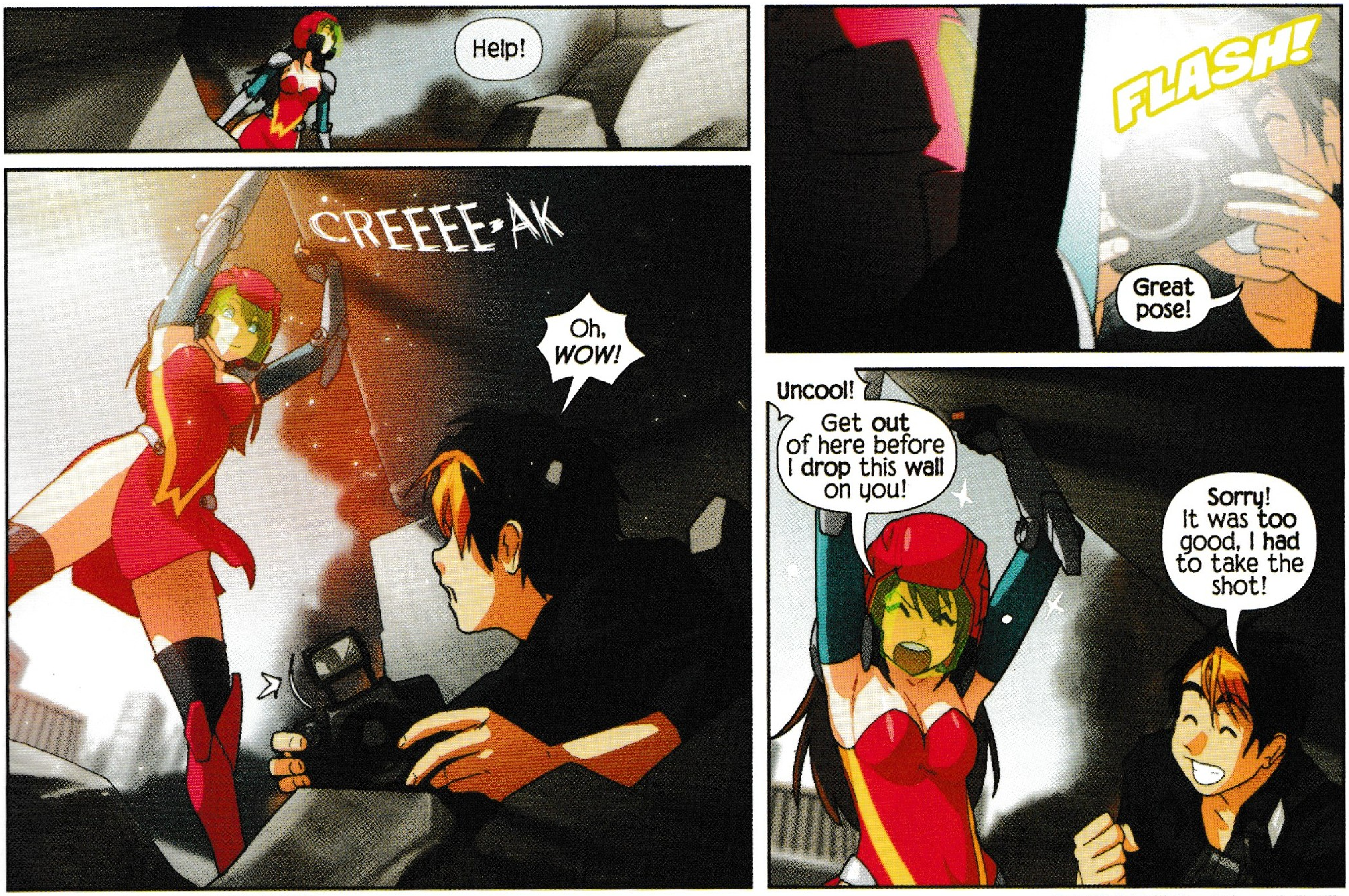
OCTOBER 17, 2012

COMMENTS

JIM: Our sort-of-suave photographer arrives. It took awhile for us to get a handle on his role in the story, but now I feel like he's a solid secondary character.

OMAR: This guy, I was not a fan of him in the beginning. However, he too found his spot in the story.

ERIK: It bugged me that our cast was all girls and turtle-faced aliens. So I wanted to introduce a male character to be the potential love interest of one of the girls (probably not Momo-Mom!). At first, Omar and Jim did not like the idea too much...


Help!
CREEEE-AK
Oh, WOW!
FLASH!
Great pose!
Uncool!
Get out of here before I drop this wall on you!
Sorry! It was too good, I had to take the shot!

#046: SAY CHEESE!

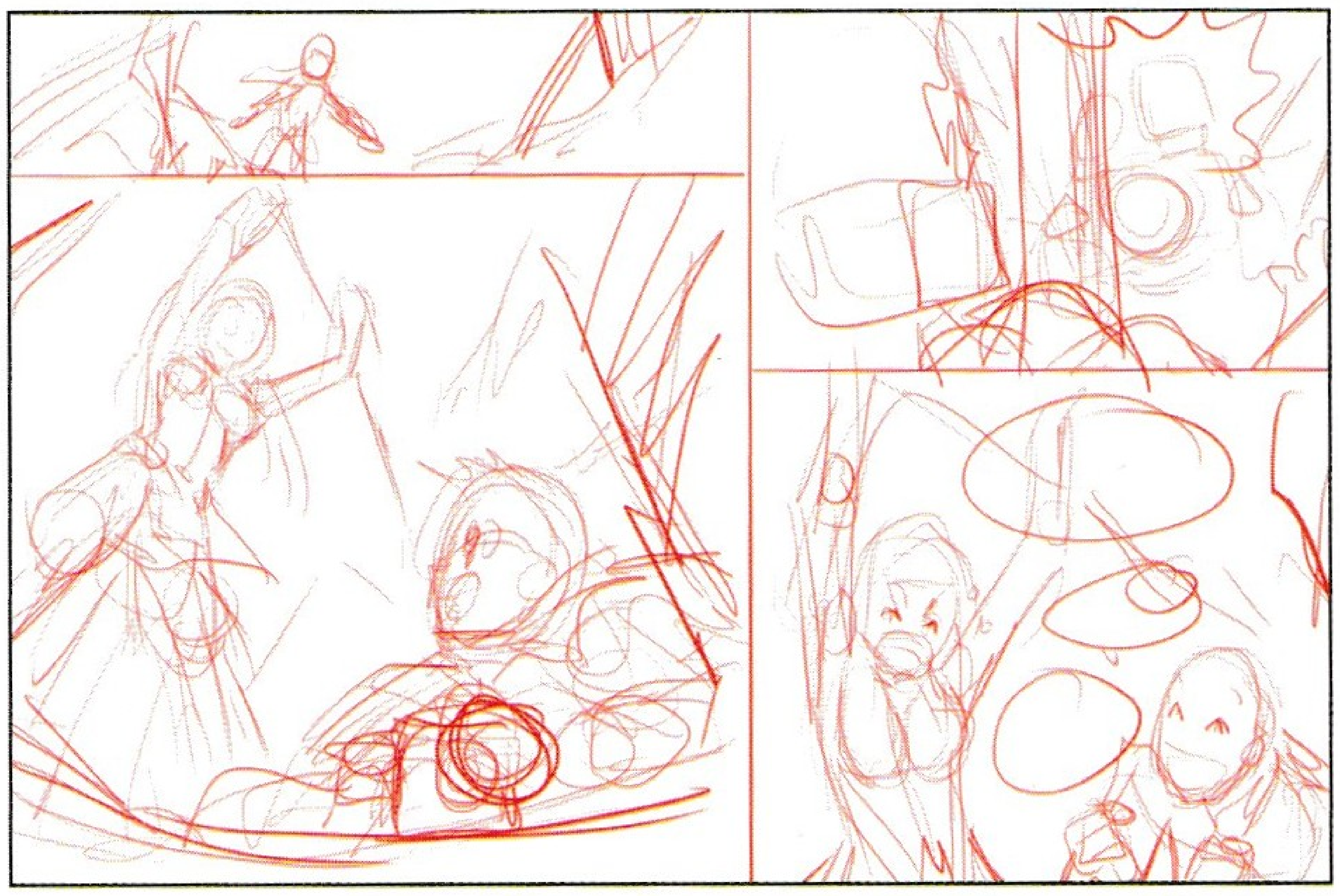
OCTOBER 19, 2012

COMMENTS

JIM: Omar's shot of Momoko lifting the concrete is even better than I imagined it would be when I was writing the script.

OMAR: The lifting of the wall panel is pretty cool.

ERIK: My vision of that rescue panel was something like what Joe Mad did on a Wizard Magazine cover featuring Superman lifting a wall to save a kid... and Omar totally nailed it!



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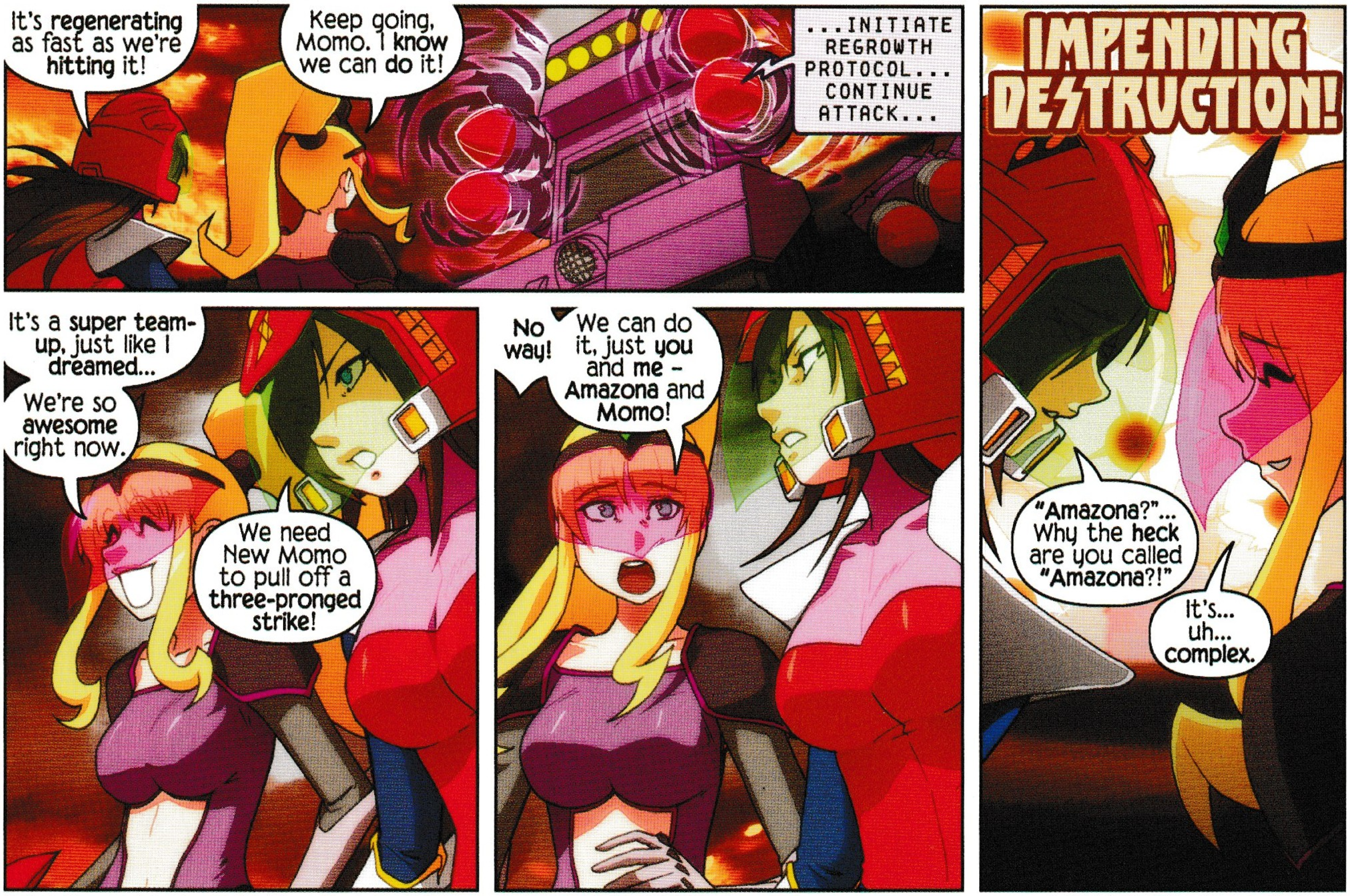

It's regenerating as fast as we're hitting it!
Keep going, Momo. I know we can do it!
...INITIATE REGROWTH PROTOCOL... CONTINUE ATTACK...
IMPENDING DESTRUCTION!
It's a super team-up, just like I dreamed...
We're so awesome right now.
We need New Momo to pull off a three-pronged strike!
No way!
We can do it, just you and me - Amazona and Momo!
"Amazona?"... Why the heck are you called "Amazona?!"
It's... uh... complex.

#047: YOUR NAME IS WHAT?

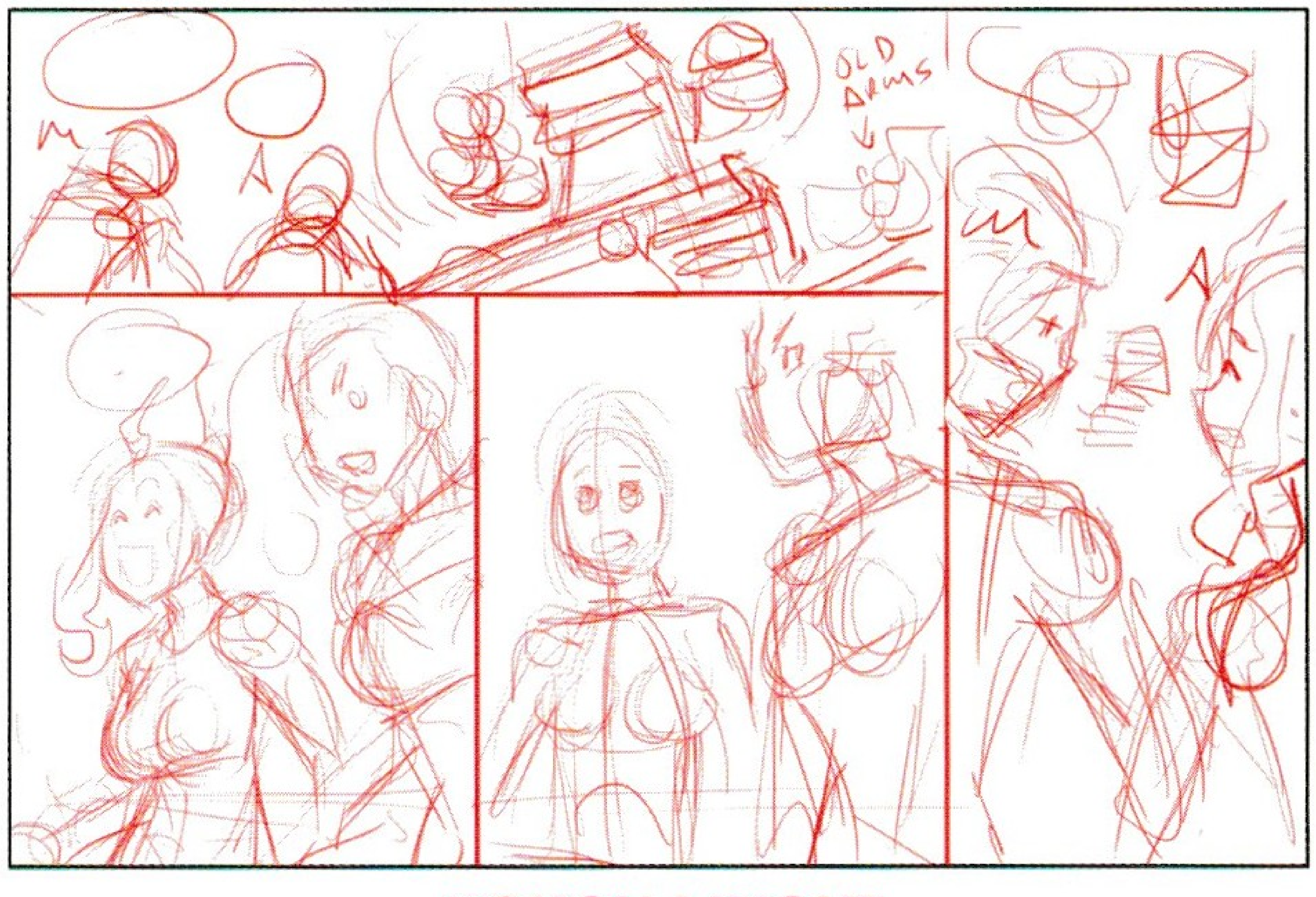
OCTOBER 24, 2012

COMMENTS

JIM: Amazona is such a Momo fangirl wanting her super team-up. It's endearing and ridiculous.

OMAR: This page is shouting with color.

ERIK: I do wonder if Aki actually knows that Amazona was a villain before... the idea of Amazona teaming up with Wonder Momo is kind of bizarre. But that is how we wanted to show her in front of her idol, much like how ridiculous Momoko was with Akiho before.



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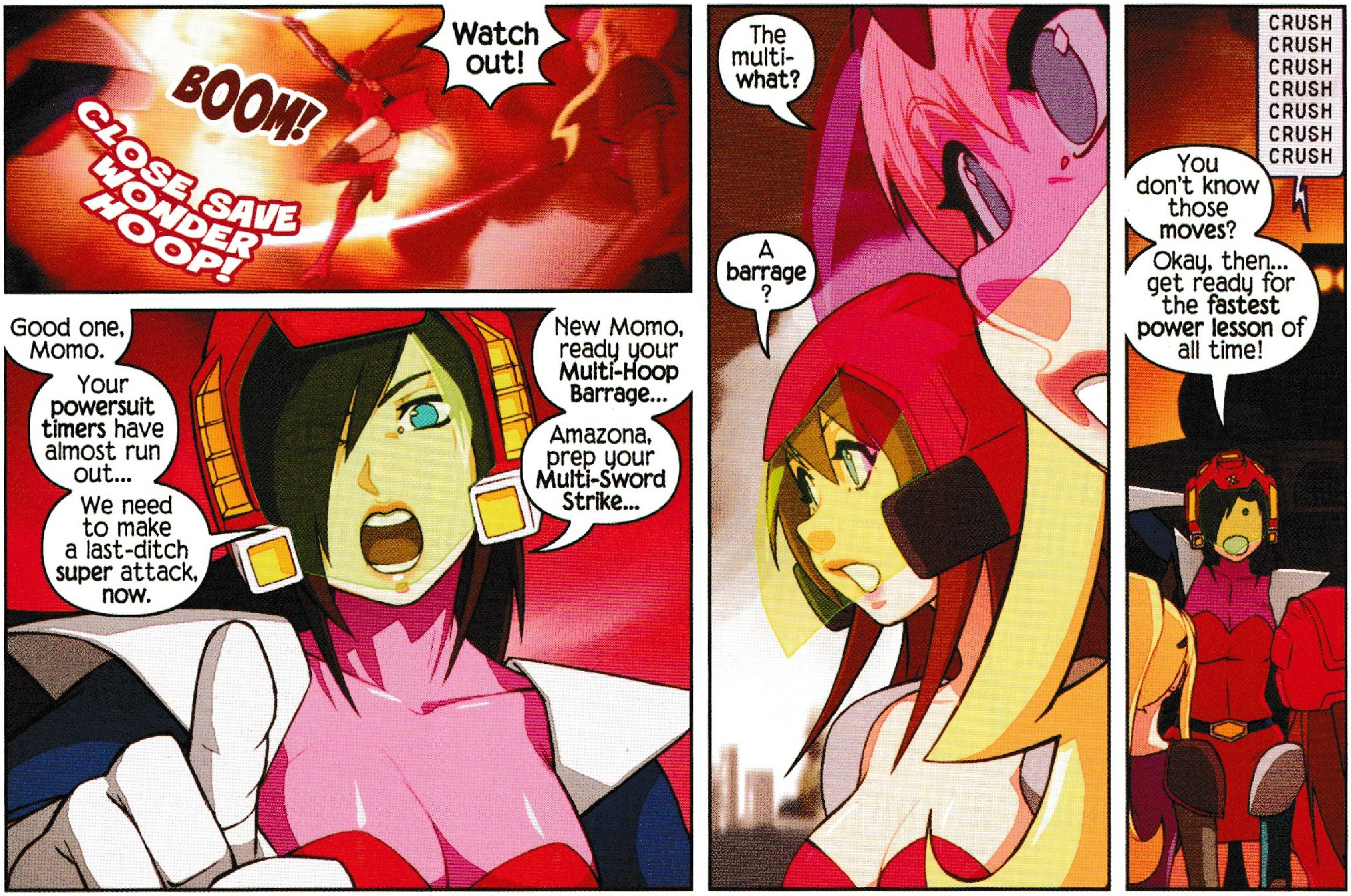

BOOM!
CLOSE SAVE WONDER HOOP!
Watch out!
Good one, Momo.
Your powersuit timers have almost run out...
We need to make a last-ditch super attack, now.
New Momo, ready your Multi-Hoop Barrage...
Amazona, prep your Multi-Sword Strike...
The multi-what?
A barrage?
CRUSH
CRUSH
CRUSH
CRUSH
CRUSH
CRUSH
CRUSH
You don't know those moves?
Okay, then... get ready for the fastest power lesson of all time!

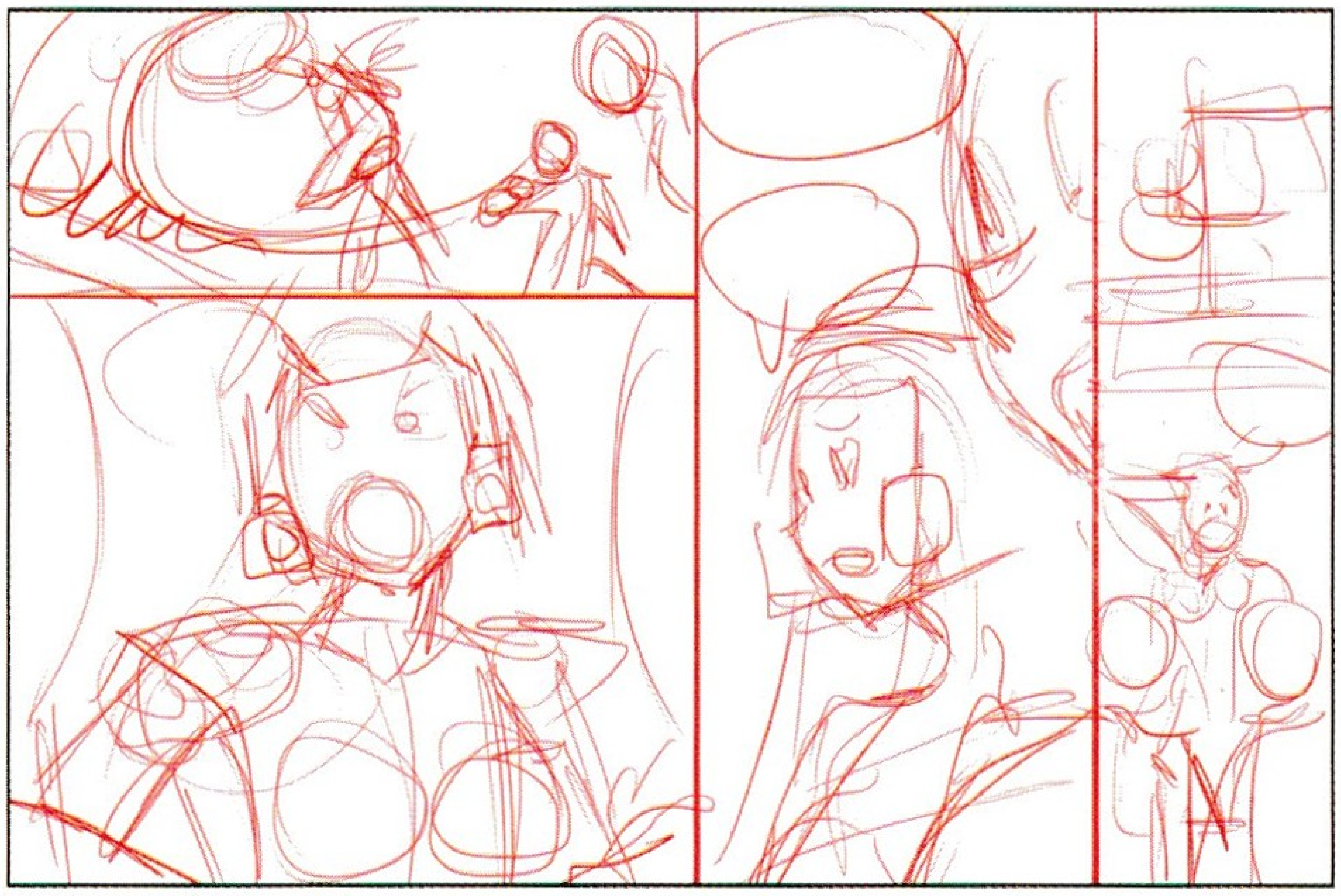
#048: INCOMPLETE MOVE LIST

OCTOBER 26, 2012

COMMENTS

JIM: Super attacks can only be used when dramatically appropriate. Never forget that.

ERIK: Now we are just making up super move names...



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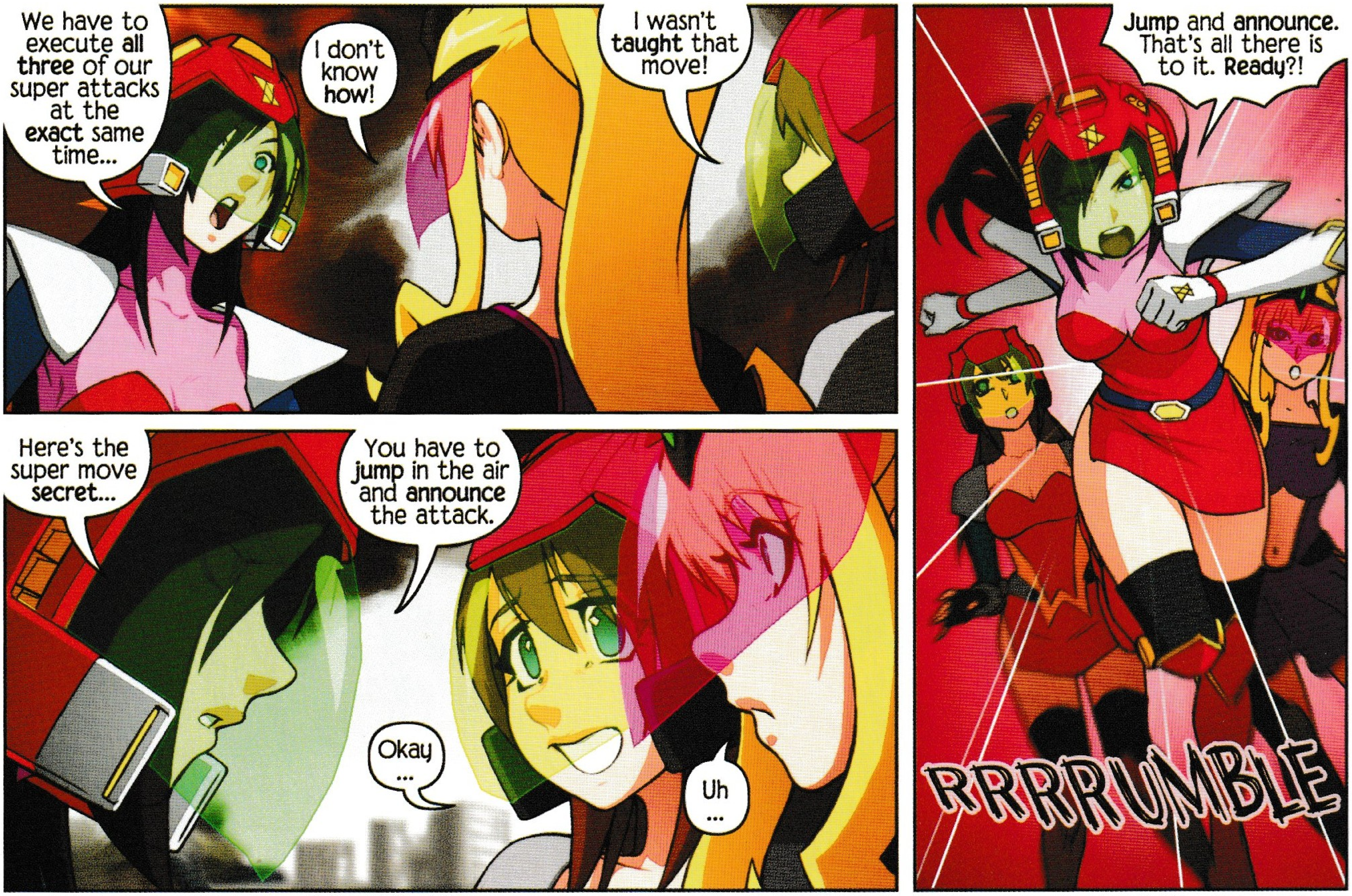

We have to execute **all three** of our super attacks at the **exact** same time...
I don't know **how**!
I wasn't **taught** that move!
Here's the super move **secret**...
You have to **jump** in the air and **announce** the attack.
Okay ...
Uh ...
Jump and **announce**. That's all there is to it. **Ready**?!
RRRRUMBLE

#049: SECRET OF THE SUPER MOVE

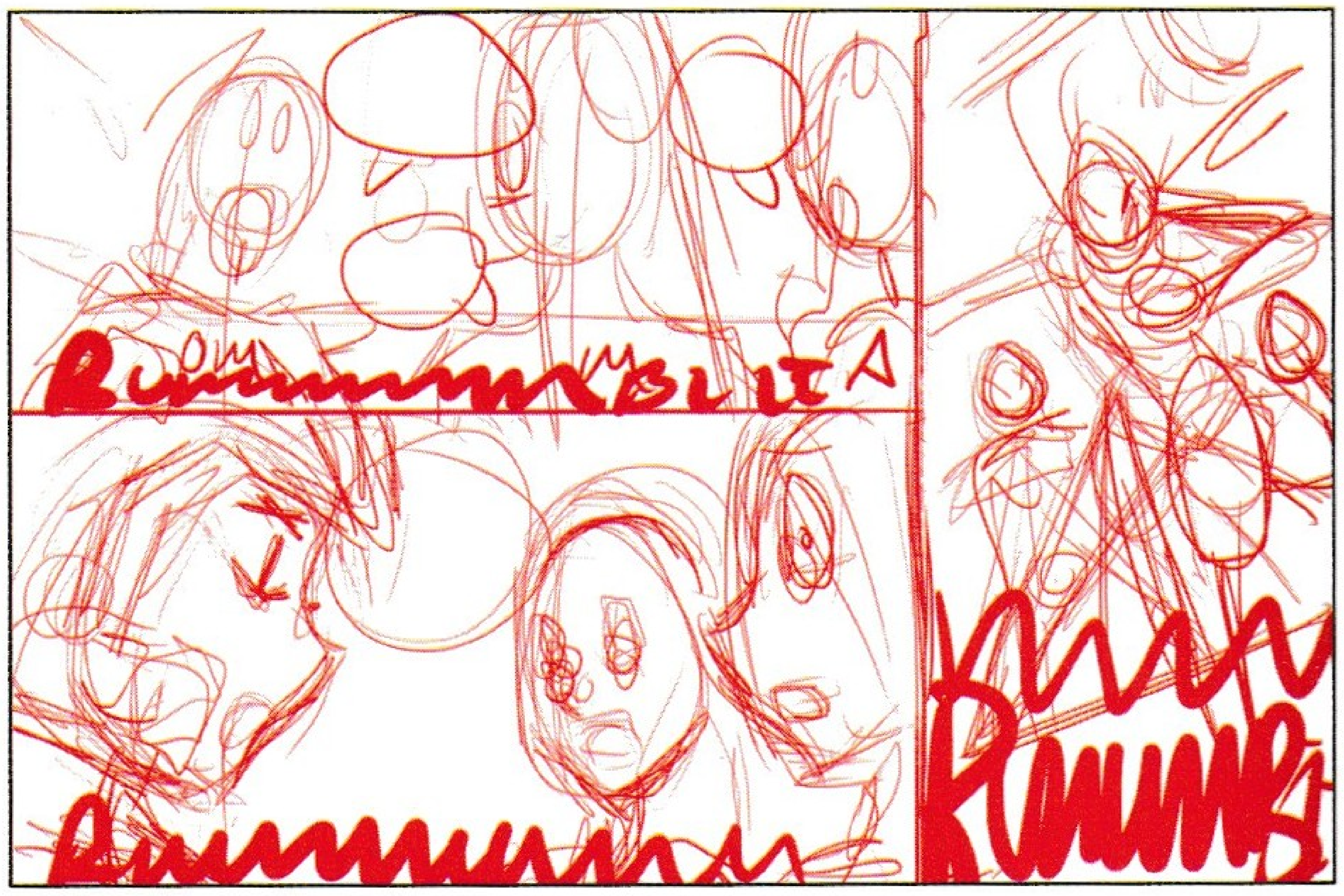
OCTOBER 31, 2012

COMMENTS

JIM: Aw geez, now everyone knows how to perform super moves! I can't believe we revealed such a deep, dark anime secret.

OMAR: If only it were that simple.

ERIK: The ninth episode of the *Evangelion* TV series, beautifully titled "Both of You, Dance Like You Want to Win," is what inspired me to write this as a synchro-attack. That one is still my favorite episode of *Eva*.



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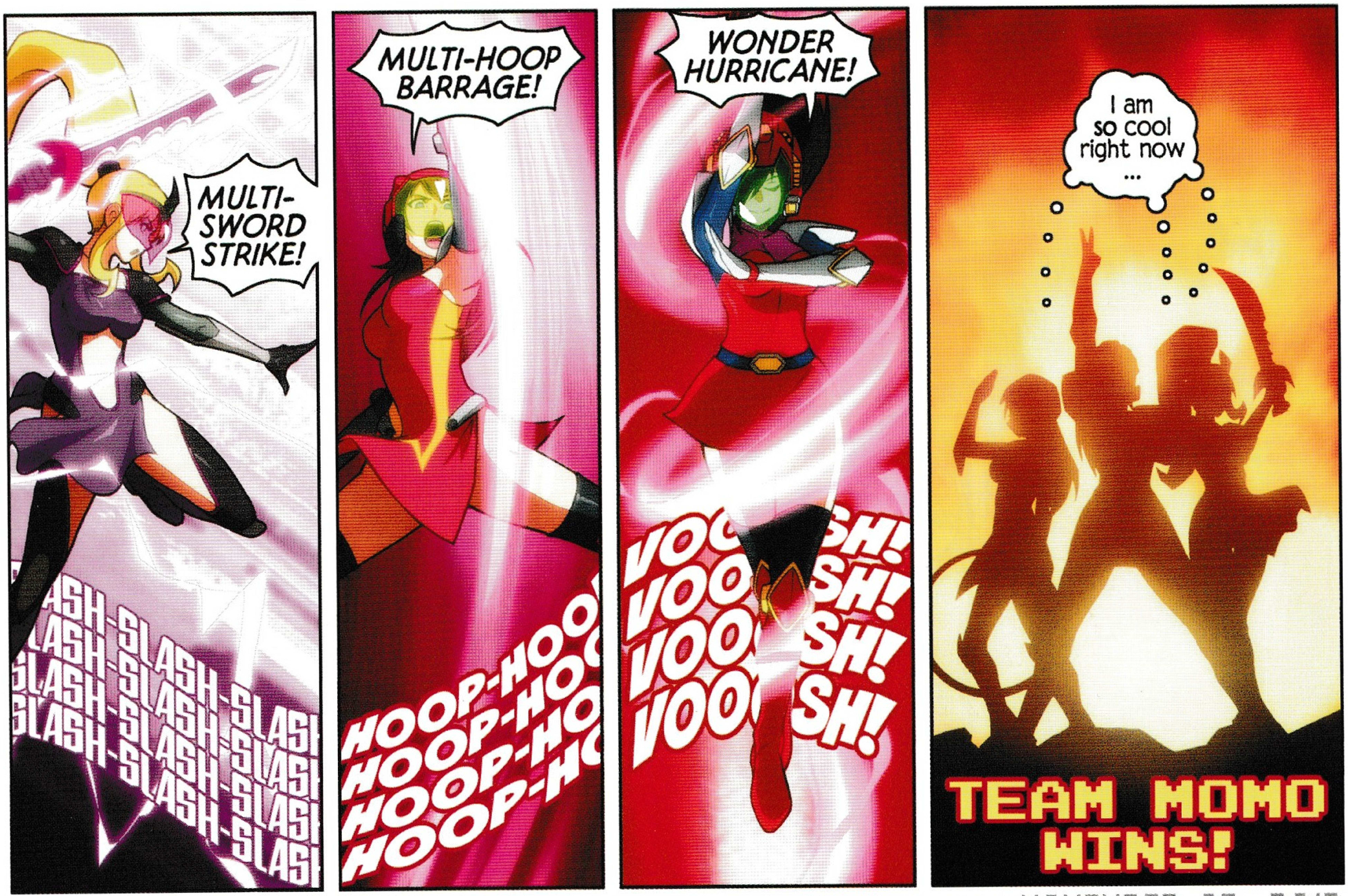

MULTI-SWORD STRIKE!
SLASH-SLASH-SLASH-SLASH
MULTI-HOOP BARRAGE!
HOOP-HOOP-HOOP-HOOP
WONDER HURRICANE!
VOOOSH! VOOOSH! VOOOSH! VOOOSH!
I am so cool right now ...
TEAM MOMO WINS!

#050: FINISHING MOVES

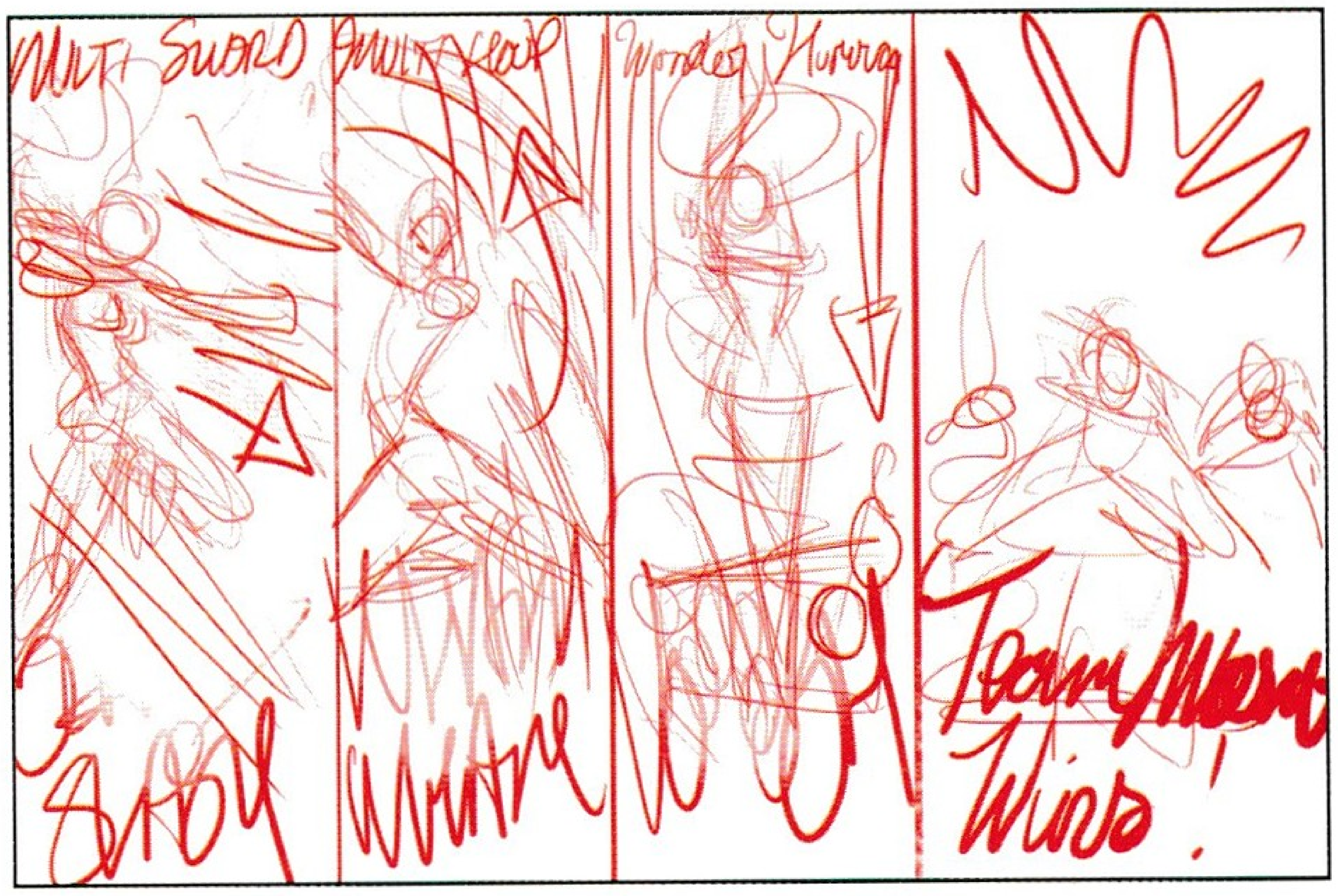
NOVEMBER 02, 2012

COMMENTS

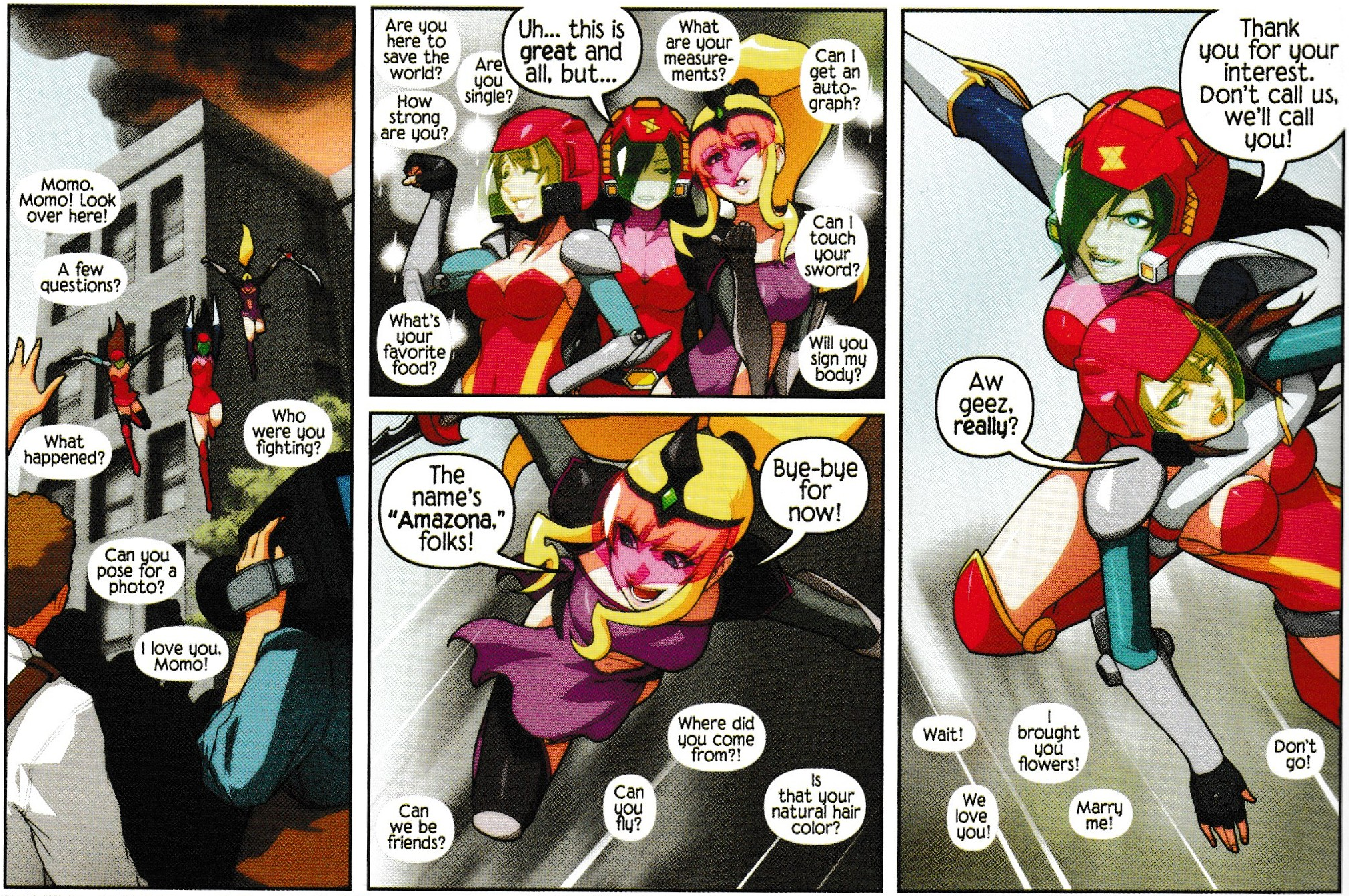
JIM: I'm particularly happy that the special move sound effects connect in a wave here. Lookin' classy.

OMAR: I was very, very happy with this page. I made sure all the girls' movements were in different directions, and the end silhouette feels right.

ERIK: The last panel with the winning stances and background explosion can be seen in every *Super Sentai* episode!


MULTI SWORD
MULTI HOOP
Wonder Hurricane
Team Momo Wins!

ROUGH LAYOUT


Momo, Momo! Look over here!
A few questions?
What happened?
Who were you fighting?
Can you pose for a photo?
I love you, Momo!
Are you here to save the world?
How strong are you?
Are you single?
Uh... this is **great** and all, but...
What are your measurements?
Can I get an autograph?
Can I touch your sword?
What's your favorite food?
Will you sign my body?
The name's **"Amazona,"** folks!
Bye-bye for now!
Where did you come from?!
Can you fly?
Is that your natural hair color?
Can we be friends?
Thank you for your interest. Don't call us, we'll call you!
Aw geez, **really**?
Wait!
I brought you flowers!
Don't go!
We love you!
Marry me!

#051: MEET THE PRESS

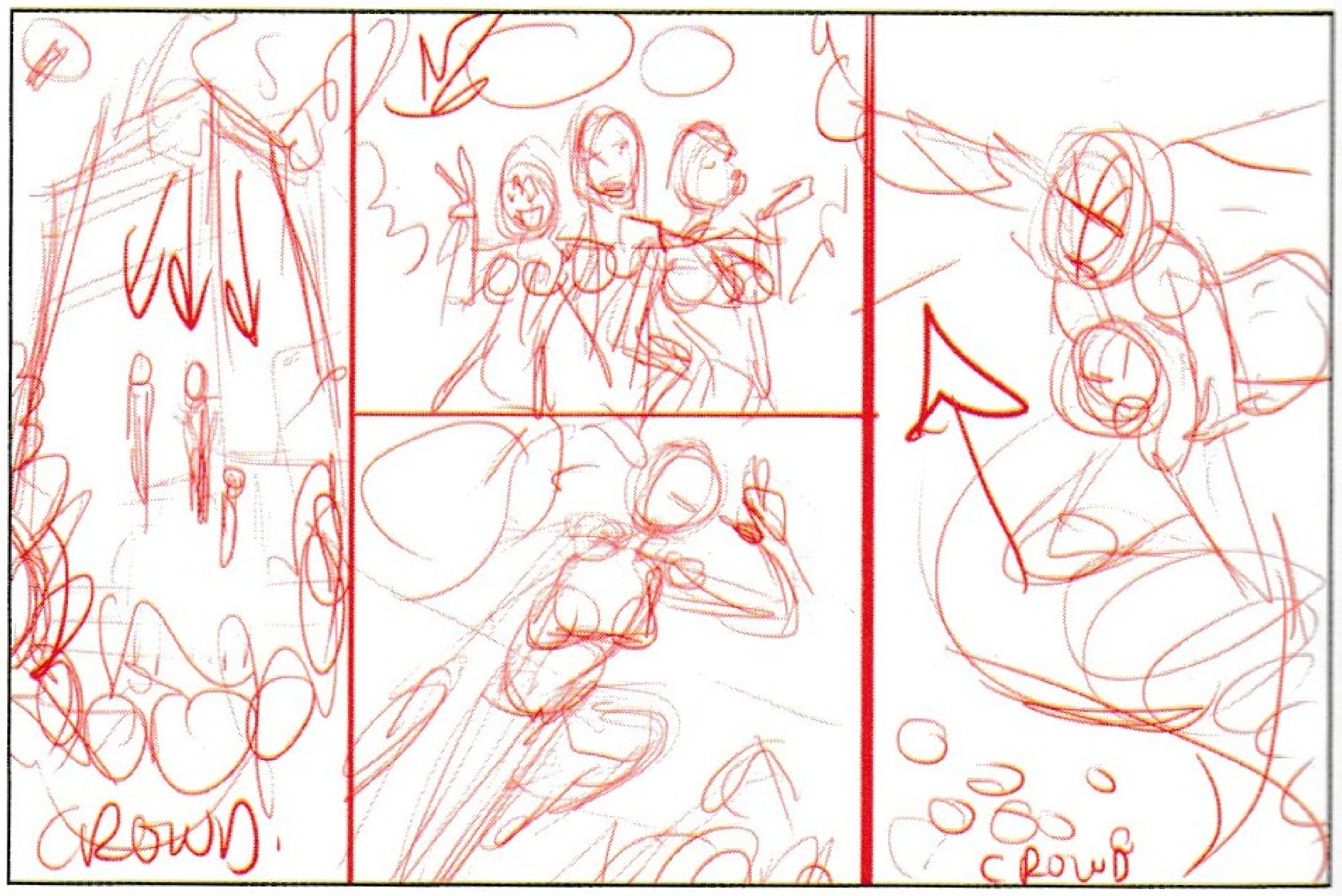
NOVEMBER 07, 2012

COMMENTS

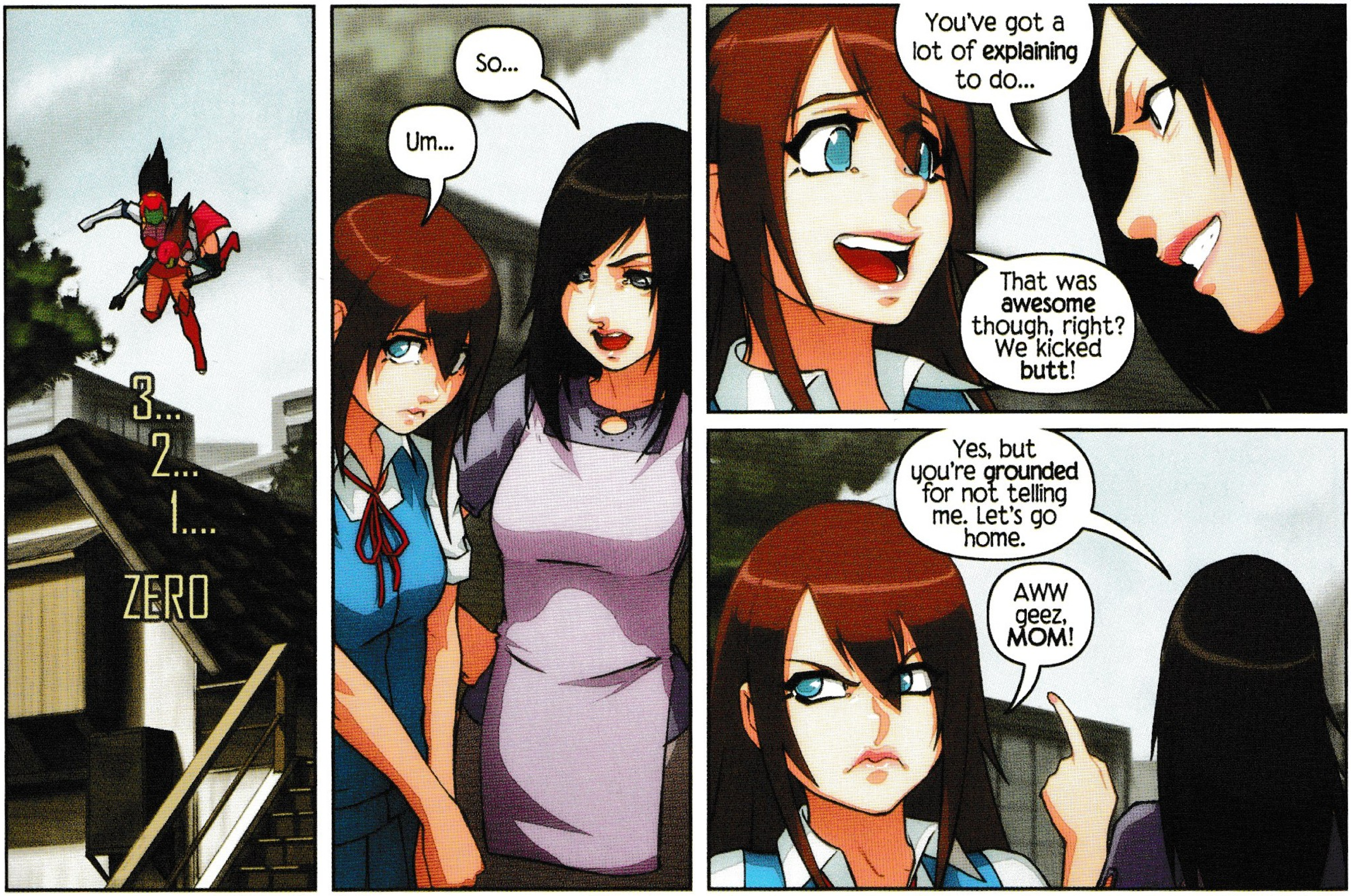
JIM: The crowd balloons were a huge pain in the butt here, but they add a lot to the scene.

OMAR: Panel two, where they're all posing, was fun. It's the attack of the word bubbles!

ERIK: This totally shows how the current generation always seeks attention nowadays, while the older generation is more conservative and does not wish to attract attention.


CROWD.
CROWD

ROUGH LAYOUT


3...
2...
1....
ZERO
So...
Um...
You've got a lot of explaining to do...
That was awesome though, right? We kicked butt!
Yes, but you're grounded for not telling me. Let's go home.
AWW geez, MOM!

#052: MOTHER AND DAUGHTER

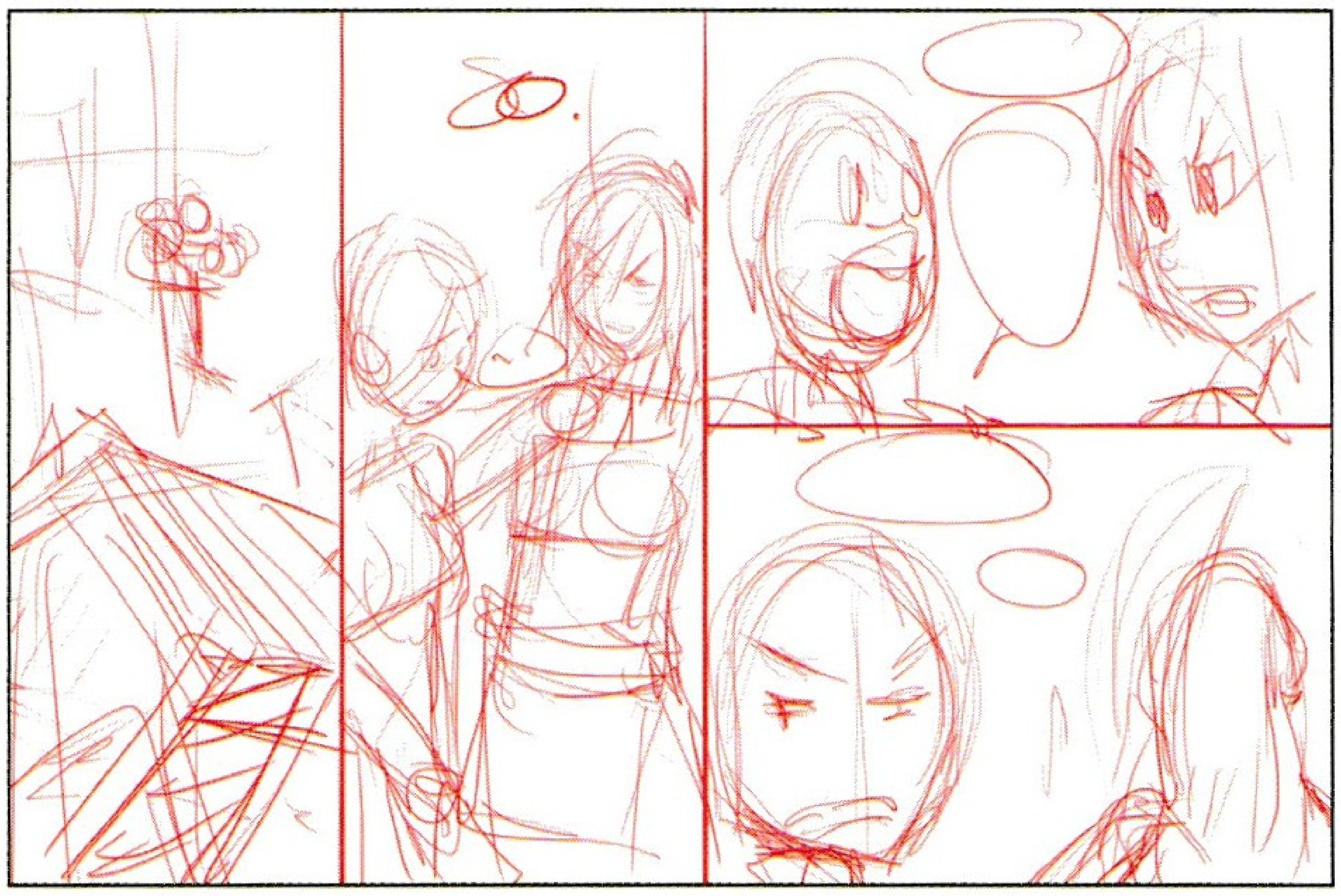
NOVEMBER 09, 2012

COMMENTS

JIM: Here's where the fourth episode would wrap up if this were animated. Momo-Mom's struggle with her daughter taking over the "family business" as Wonder Momo is one of the dynamics I really enjoy writing.

OMAR: So here we get a little sample of Momo-Mom, I figure she is about 39-43 years old. So her colors are a bit more drained out, but she's still retained her looks.

ERIK: Anime characters do age well...



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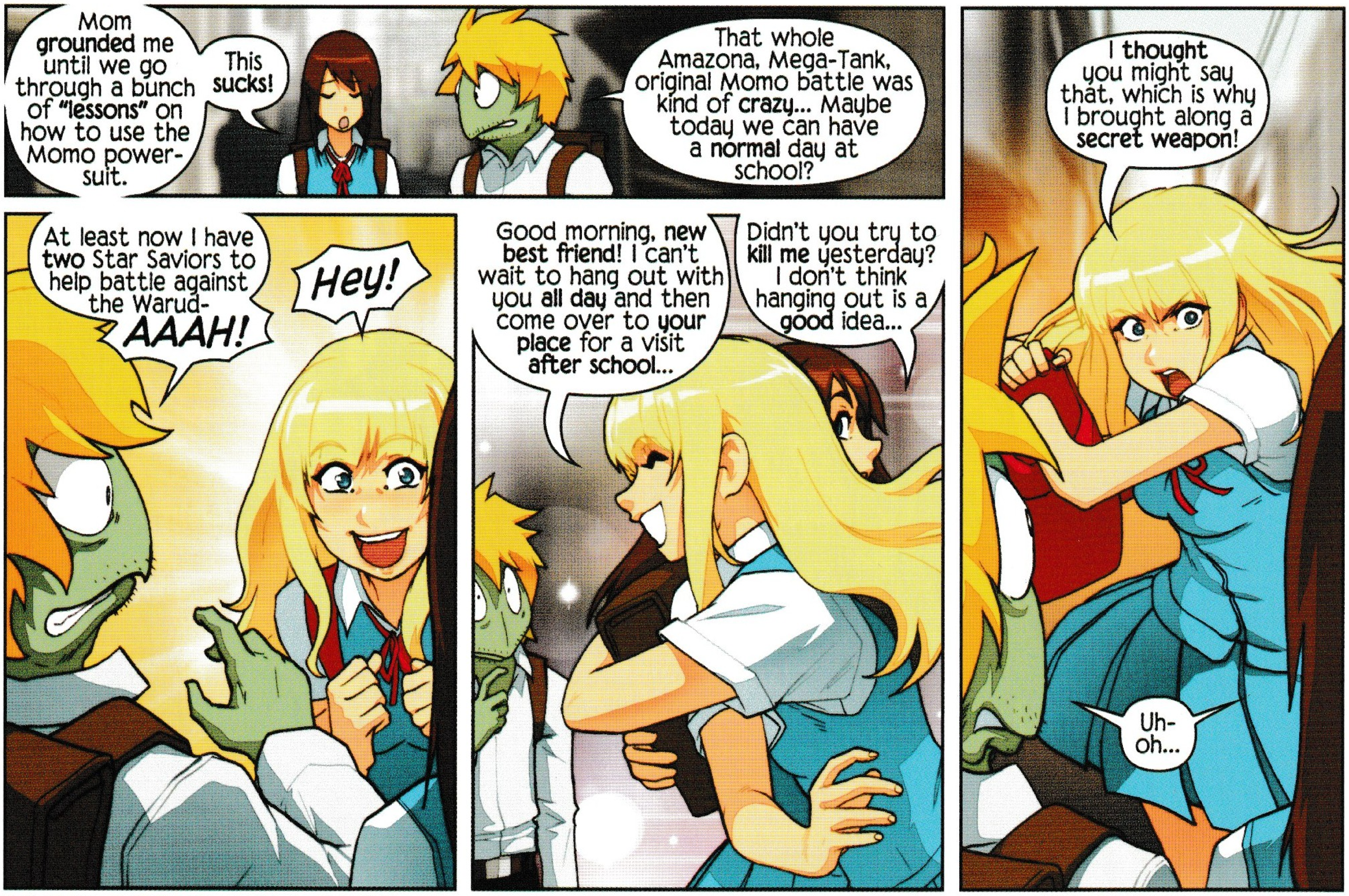

Mom grounded me until we go through a bunch of "lessons" on how to use the Momo power-suit.
This sucks!
That whole Amazona, Mega-Tank, original Momo battle was kind of crazy... Maybe today we can have a normal day at school!?
At least now I have two Star Saviors to help battle against the Warud-AAAH!
Hey!
Good morning, new best friend! I can't wait to hang out with you all day and then come over to your place for a visit after school...
Didn't you try to kill me yesterday? I don't think hanging out is a good idea...
I thought you might say that, which is why I brought along a secret weapon!
Uh-oh...

#053: BRAND NEW BFFS

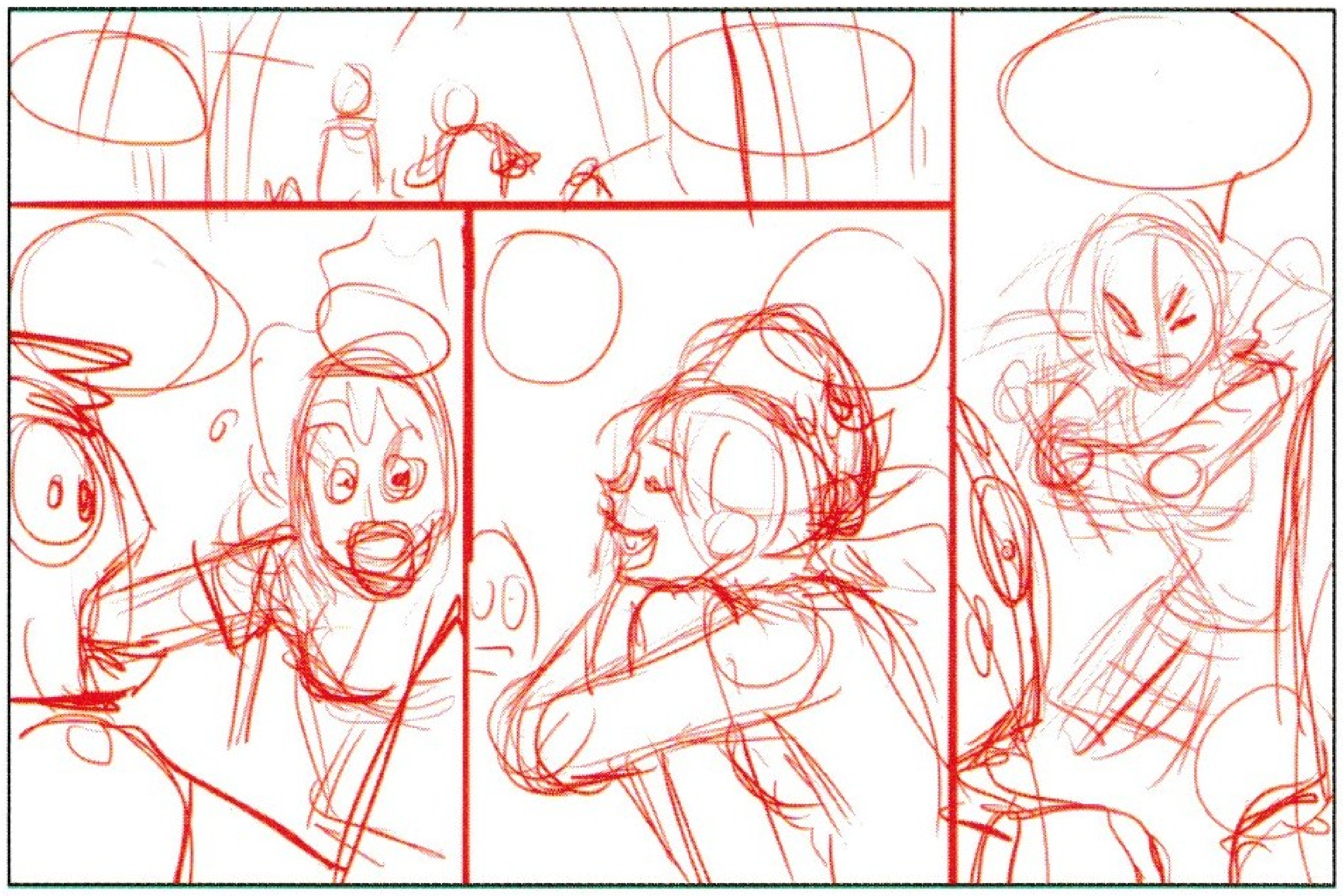
NOVEMBER 14, 2012

COMMENTS

JIM: Aki acting nice is actually scarier than Aki being her normal, nasty self.

OMAR: Aki is freaking bipolar. I like her glee face in panel two.

ERIK: I think at this point, we had settled on the idea that Aki would be more of a companion/rival-type character than an enemy.



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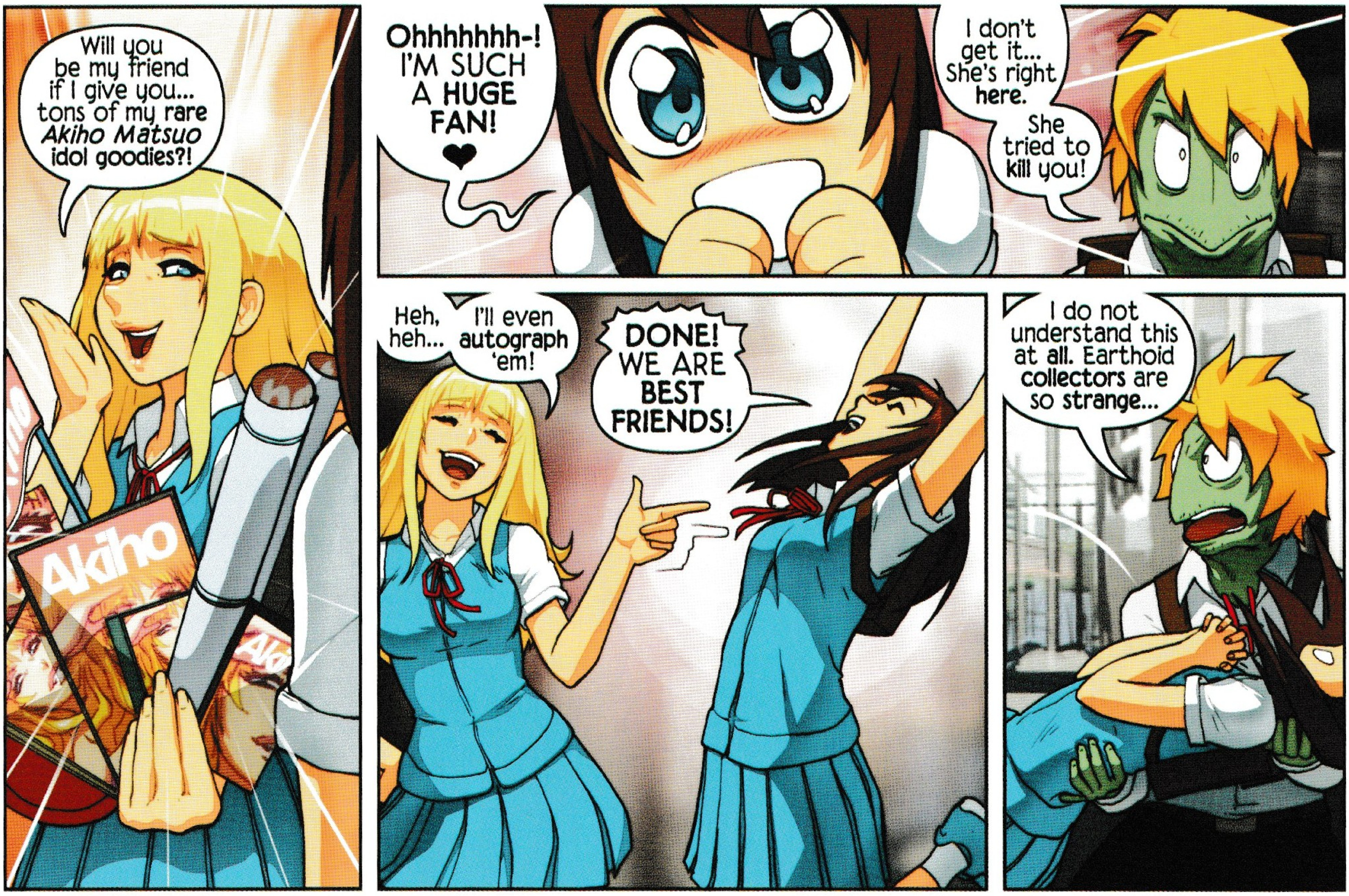

Will you be my friend if I give you... tons of my rare *Akiho Matsuo* idol goodies?!
Akiho
Ohhhhhhh-! I'M SUCH A **HUGE** FAN! ❤
I don't get it... She's right **here.**
She tried to **kill** you!
Heh, heh...
I'll even autograph 'em!
DONE! WE ARE **BEST** FRIENDS!
I do not understand this at **all.** Earthoid **collectors** are so **strange**...

#054: SUPER SECRET STASH

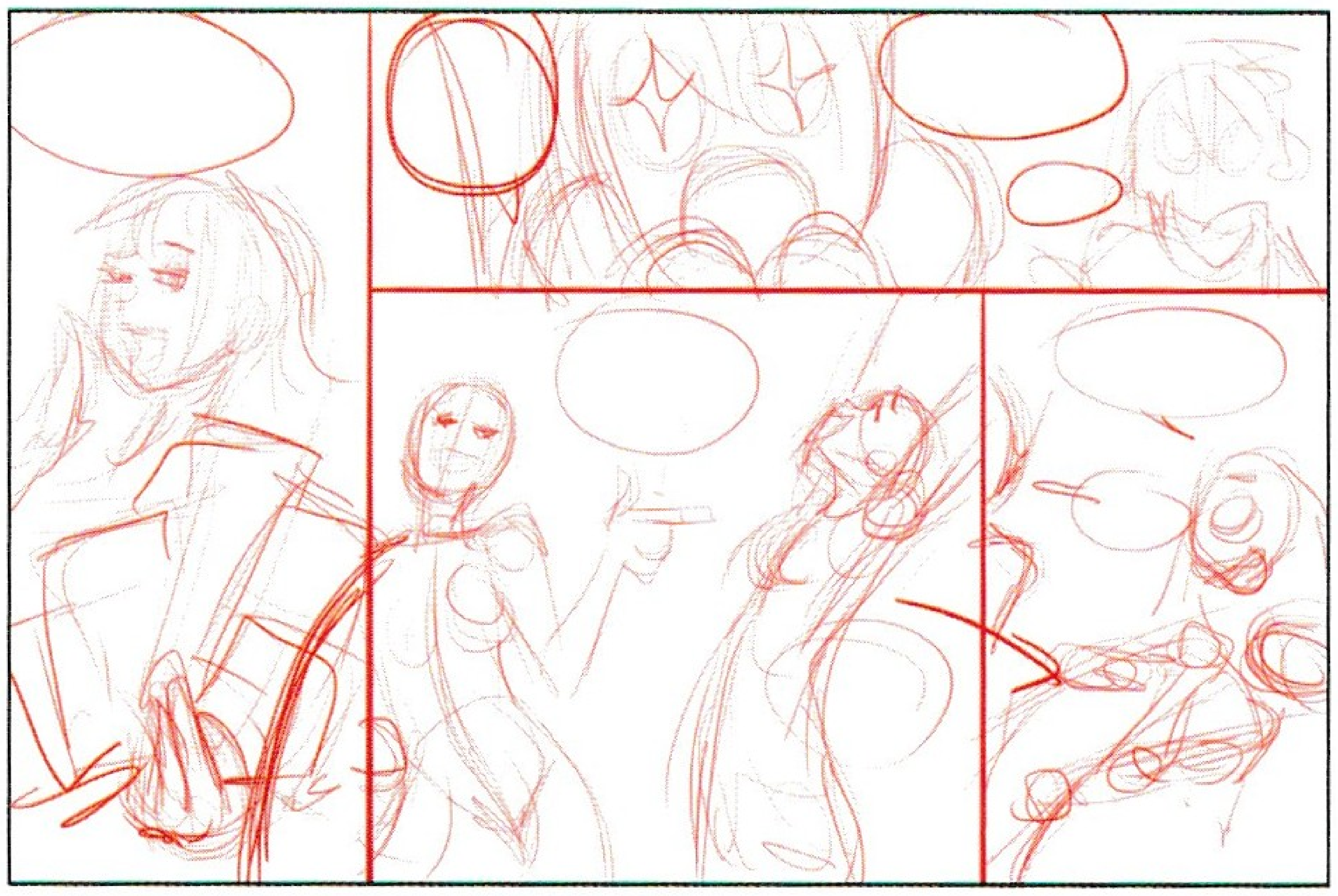
NOVEMBER 16, 2012

COMMENTS

JIM: The duality of Aki being a Wonder Momo fangirl and Momoko being an Aki fangirl is another ludicrous element I really enjoy playing with.

OMAR: This page is fun, and the last two panels worked out nicely.

ERIK: I agree with Jim. We have so much fun writing these fangirl scenes, especially the echo later on when Aki meets Momo-Mom.



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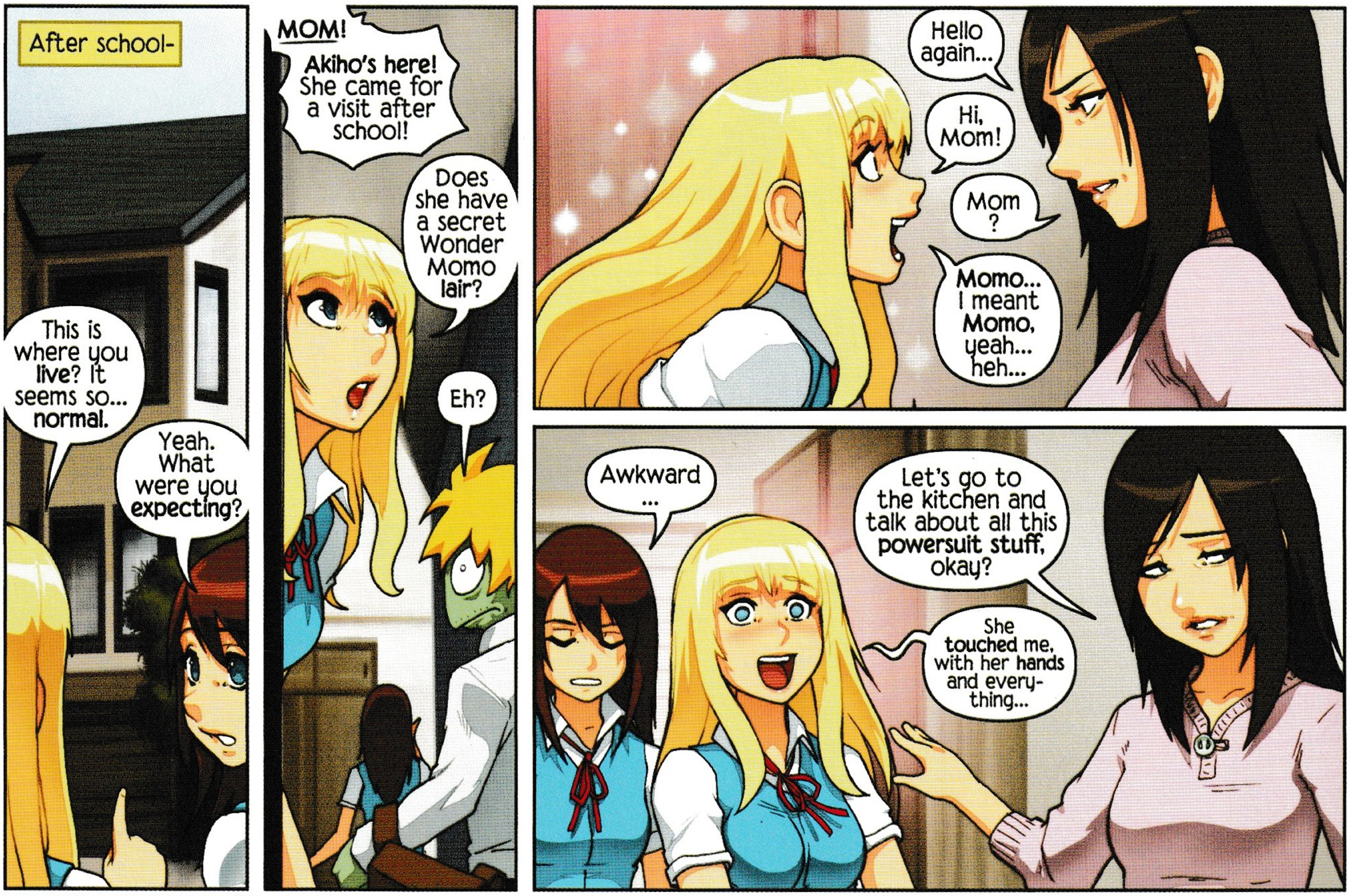

After school-
This is where you live? It seems so... normal.
Yeah. What were you expecting?
MOM! Akiho's here! She came for a visit after school!
Does she have a secret Wonder Momo lair?
Eh?
Hello again...
Hi, Mom!
Mom ?
Momo... I meant Momo, yeah... heh...
Awkward ...
Let's go to the kitchen and talk about all this powersuit stuff, okay?
She touched me, with her hands and every-thing...

#055: SURPRISE VISITOR

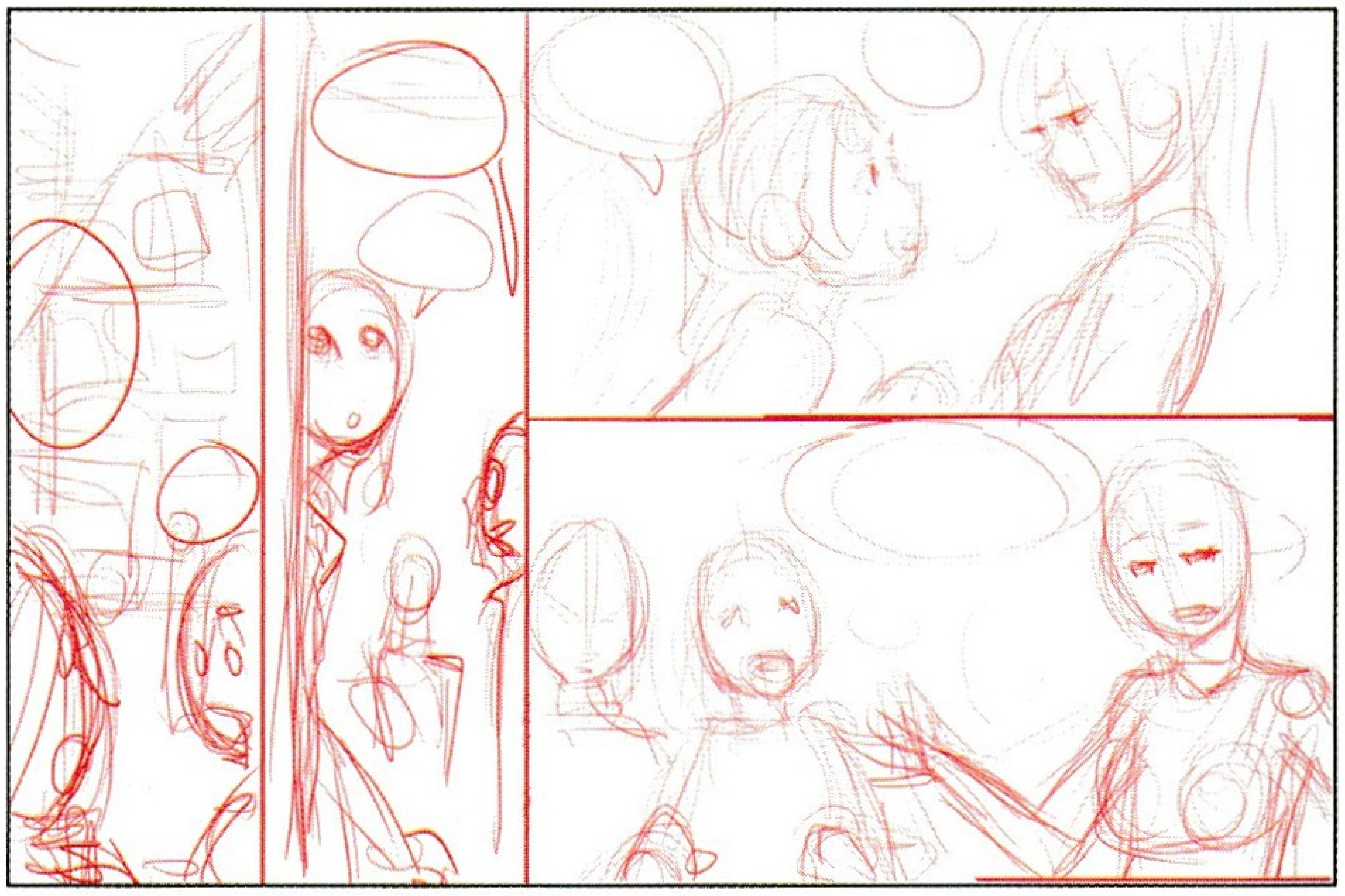
NOVEMBER 21, 2012

COMMENTS

JIM: Aki the fangirl is really fun to write. Everything about Momo-Mom is overpowering nostalgia for her.

OMAR: Yet another Aki fangasm.

ERIK: That's pretty much the reaction of any fan meeting their biggest idol in real life, right?



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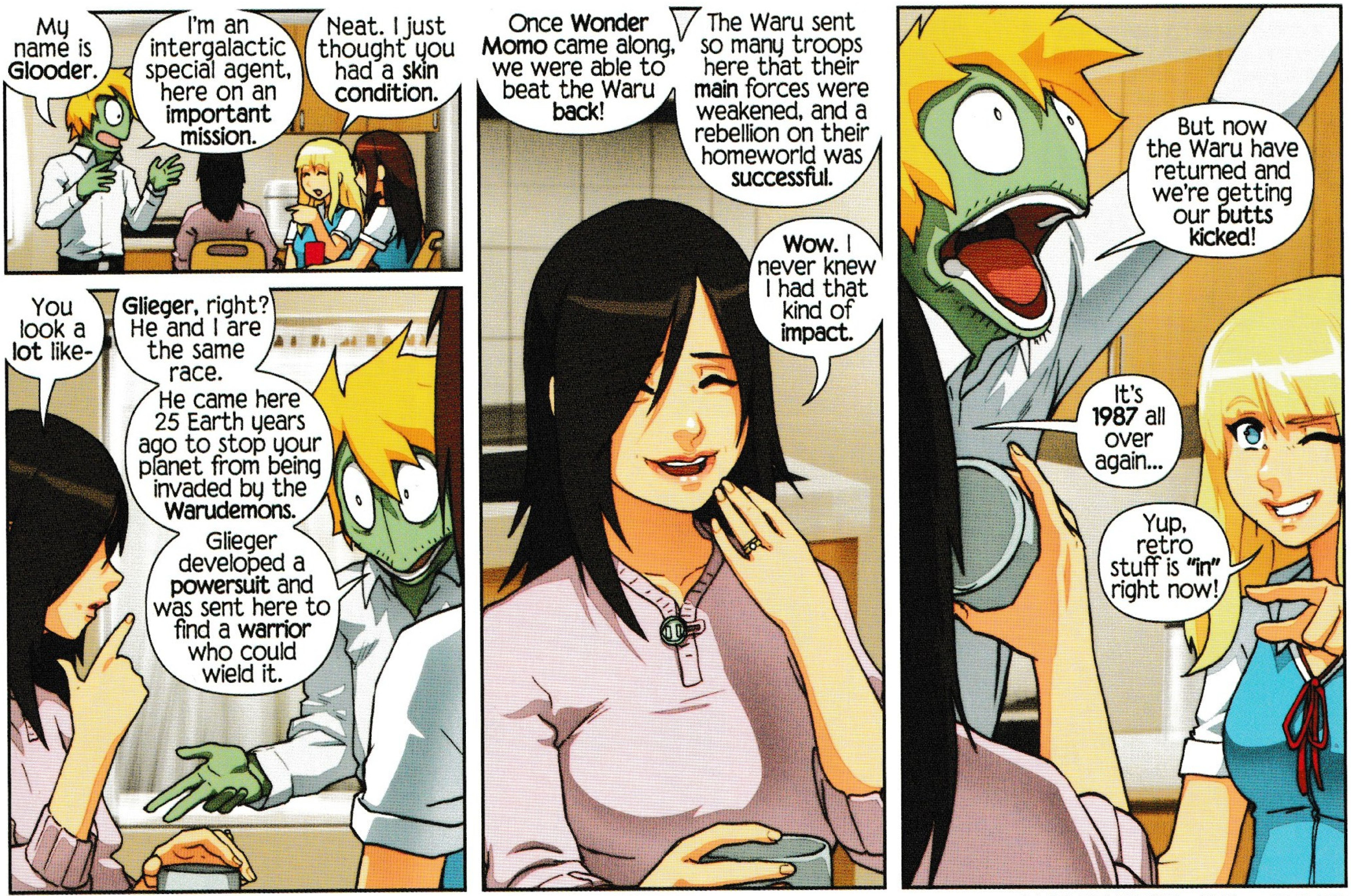

My name is **Glooder**.
I'm an intergalactic special agent, here on an **important** mission.
Neat. I just thought you had a **skin condition.**
You look a **lot** like-
Glieger, right? He and I are the same race.
He came here 25 Earth years ago to stop your planet from being invaded by the **Warudemons.**
Glieger developed a **powersuit** and was sent here to find a **warrior** who could wield it.
Once **Wonder Momo** came along, we were able to beat the Waru **back**!
The Waru sent so many troops here that their **main** forces were weakened, and a rebellion on their homeworld was **successful.**
Wow. I never knew I had that kind of **impact.**
But now the Waru have returned and we're getting our **butts kicked**!
It's **1987** all over again...
Yup, retro stuff is **"in"** right now!

#056: SPECIAL AGENT GLOODER

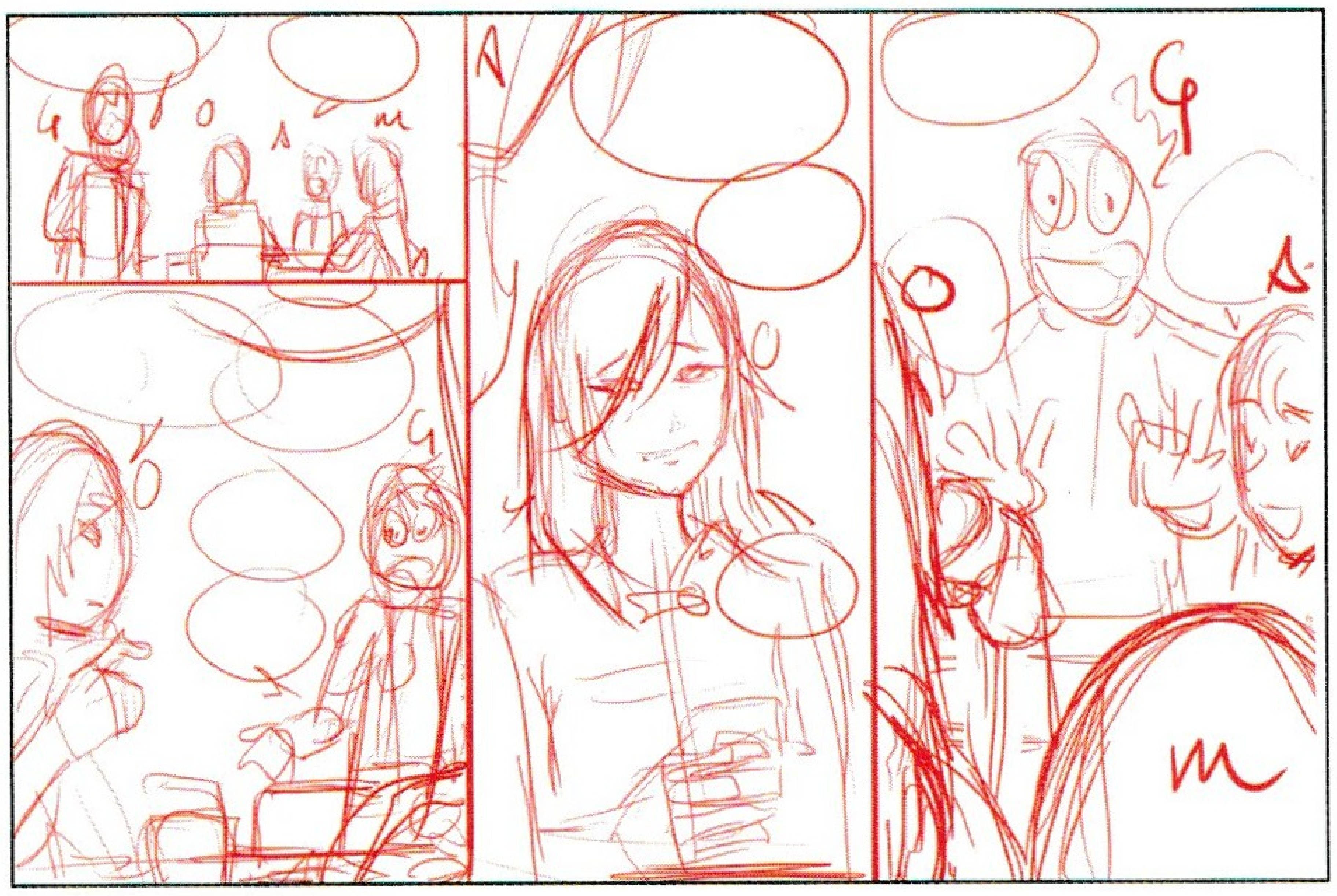
NOVEMBER 23, 2012

COMMENTS

JIM: This strip is a crazy info dump. Probably too much.

OMAR: Glooder needs to calm down.

ERIK: But the info dump is needed, especially since we have such a limited amount of space to work with for these strips. If this was a real manga, we would already be at volume 3 or 4 at this point – over 500 pages!



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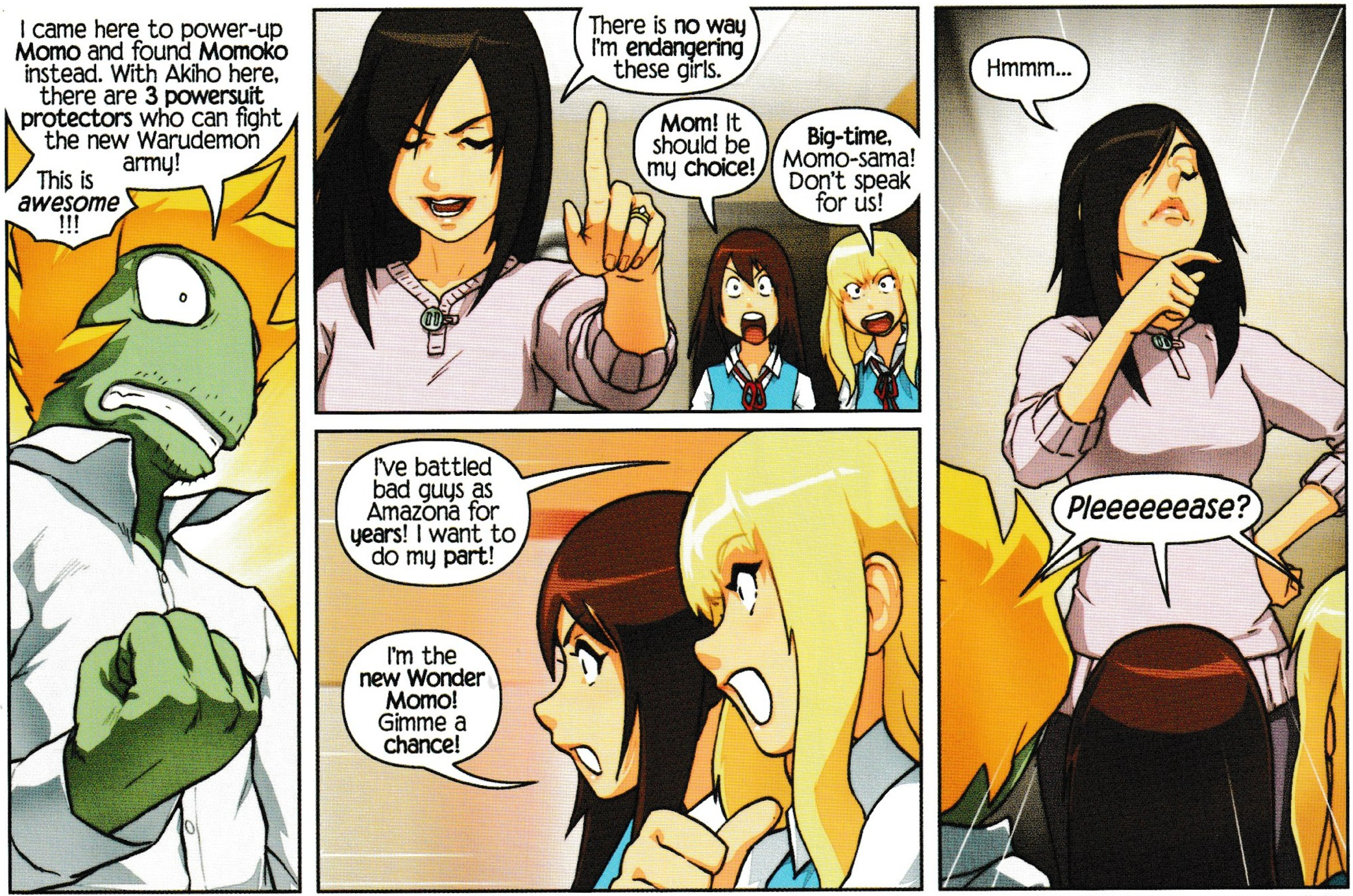

I came here to power-up Momo and found Momoko instead. With Akiho here, there are 3 powersuit protectors who can fight the new Warudemon army!
This is awesome !!!
There is no way I'm endangering these girls.
Mom! It should be my choice!
Big-time, Momo-sama! Don't speak for us!
I've battled bad guys as Amazona for years! I want to do my part!
I'm the new Wonder Momo! Gimme a chance!
Hmmm...
Pleeeeeease?

#057: BEGGING AND PLEADING

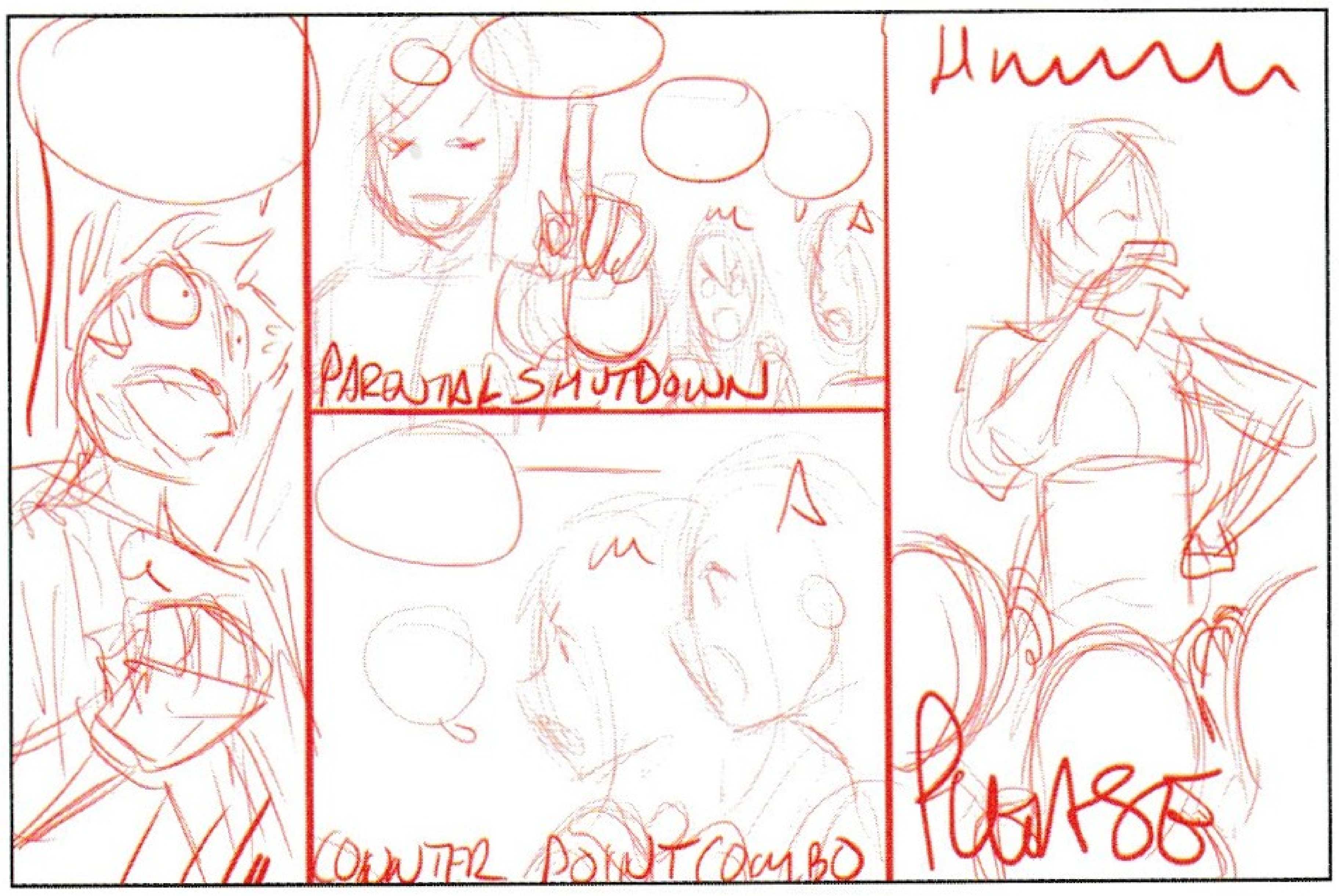
NOVEMBER 28, 2012

COMMENTS

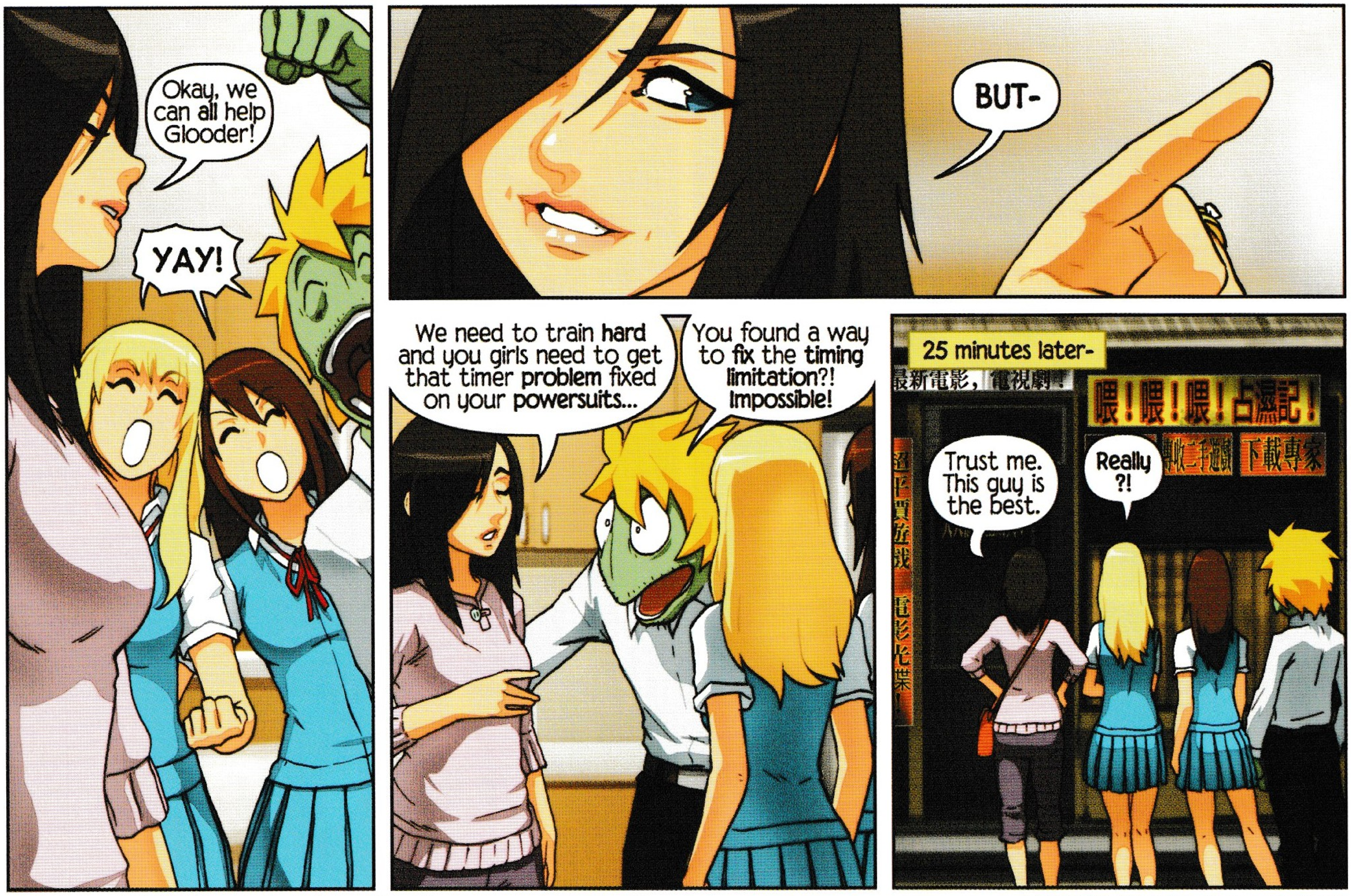
JIM: Another nickname. Not sure if we've ever used "powersuit protectors" again.

OMAR: Momo-Mom's poses are very mom-like.

ERIK: I'm sure Glooder is just making up these nicknames as he goes...


Hmmm
PARENTAL SHUTDOWN
COUNTER POINT COMBO
PLEASE

ROUGH LAYOUT


Okay, we can all help Glooder!
YAY!
BUT-
We need to train hard and you girls need to get that timer problem fixed on your powersuits...
You found a way to fix the timing limitation?! Impossible!
25 minutes later-
最新電影，電視劇！
喂！喂！喂！占濕記！
專收二手遊戲
下載專家
超平買遊戲
Trust me. This guy is the best.
Really ?!

#058: GETTING MORE TIME

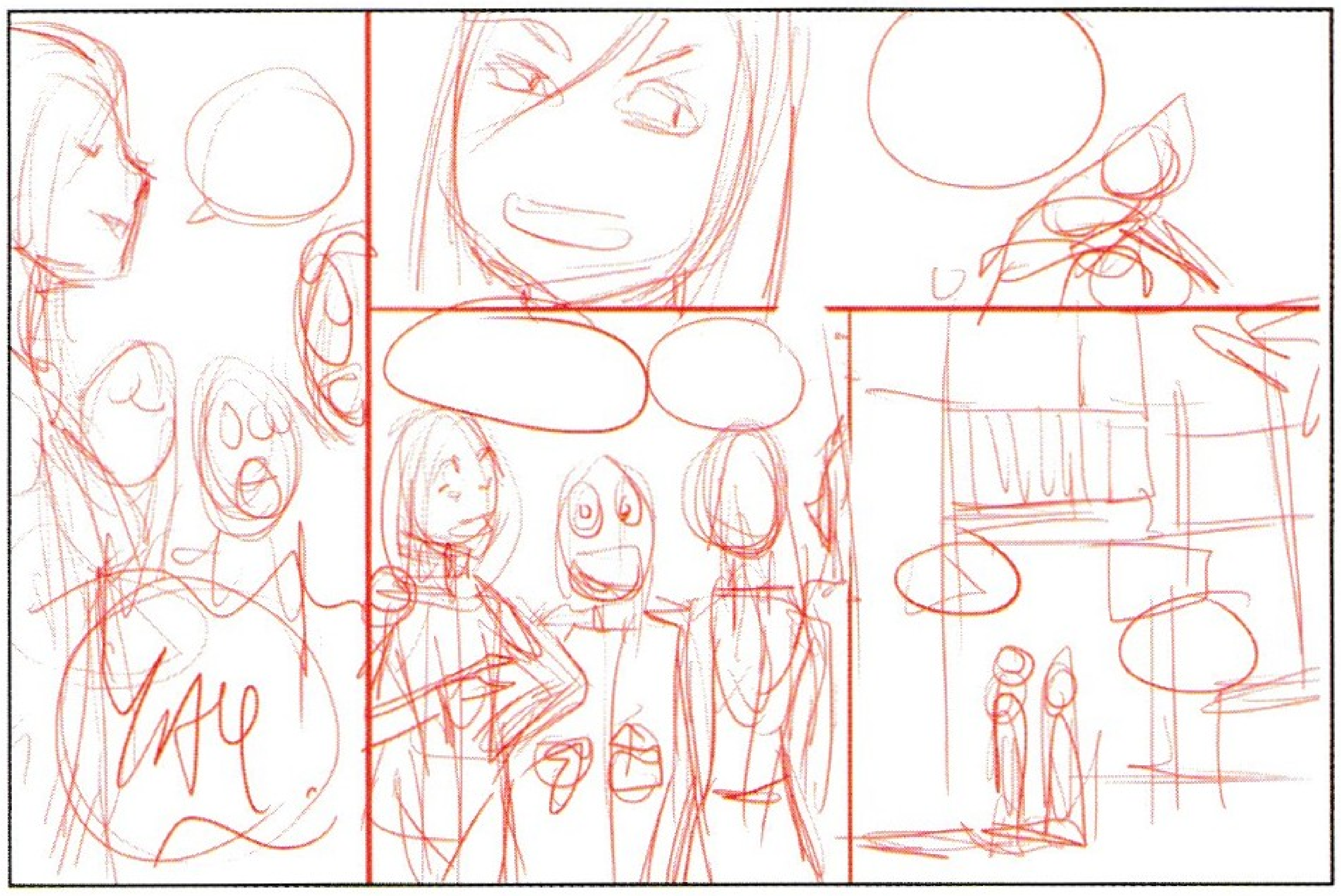
NOVEMBER 30, 2012

COMMENTS

JIM: The timer limitation is something we talked about a lot when Erik and I were story planning.

OMAR: Thanks to Erik for all the text on the store.

ERIK: One of the signs actually says "Jim Zub Kee" in Chinese.



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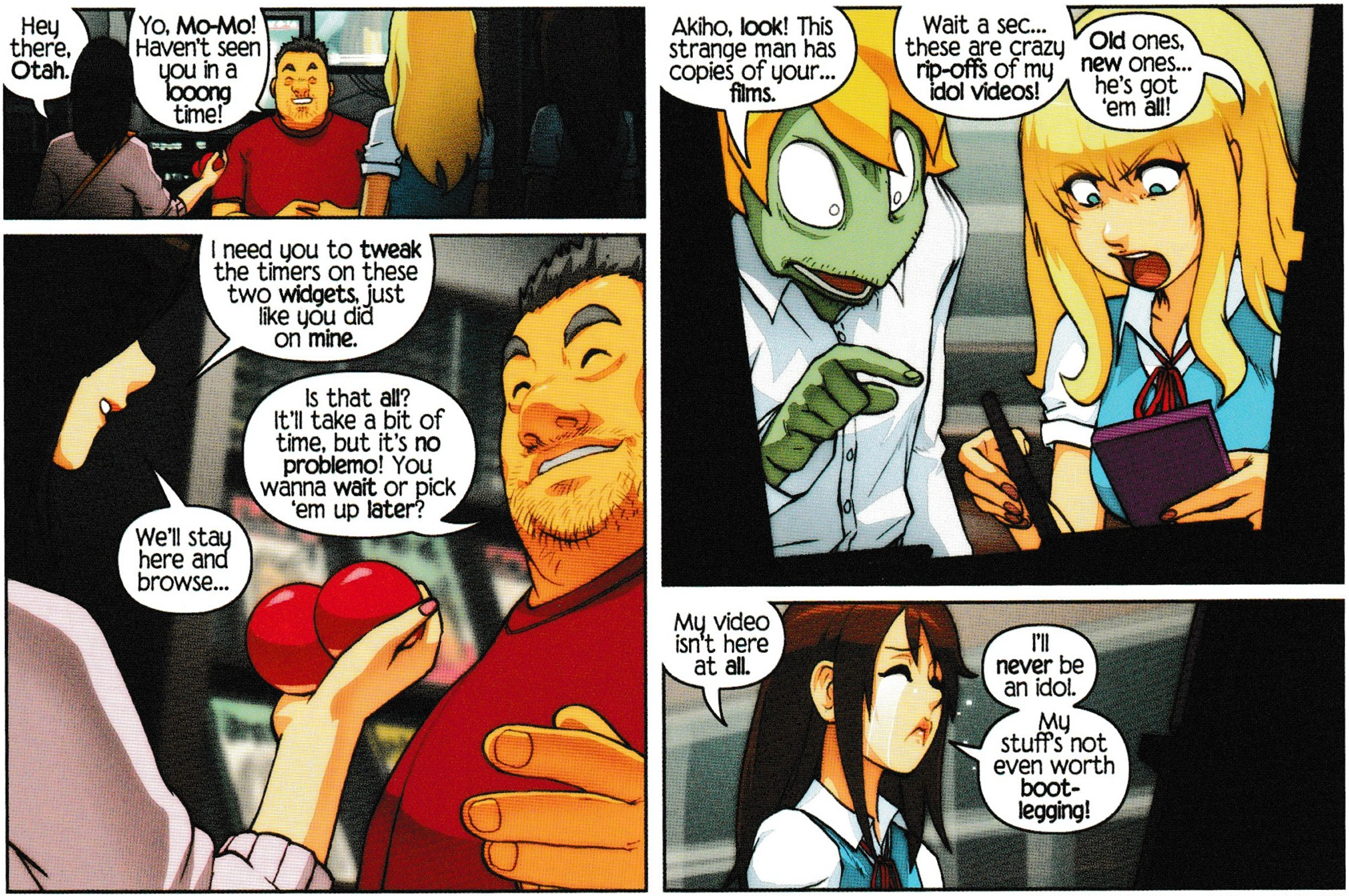

Hey there, Otah.
Yo, Mo-Mo! Haven't seen you in a looong time!
I need you to tweak the timers on these two widgets, just like you did on mine.
Is that all? It'll take a bit of time, but it's no problemo! You wanna wait or pick 'em up later?
We'll stay here and browse...
Akiho, look! This strange man has copies of your... films.
Wait a sec... these are crazy rip-offs of my idol videos!
Old ones, new ones... he's got 'em all!
My video isn't here at all.
I'll never be an idol.
My stuff's not even worth bootlegging!

#059: BOOTLEG BLUES

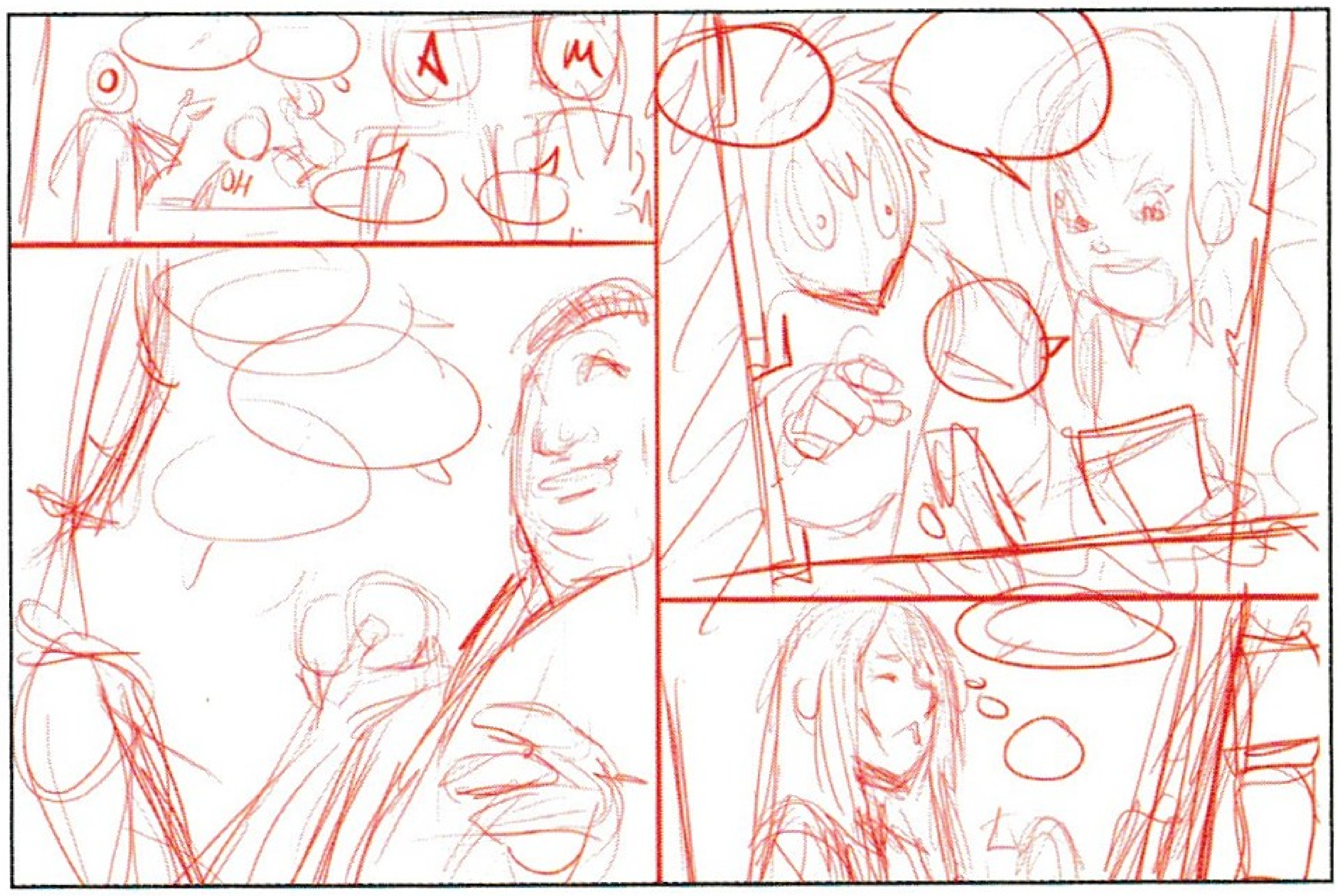
DECEMBER 05, 2012

COMMENTS

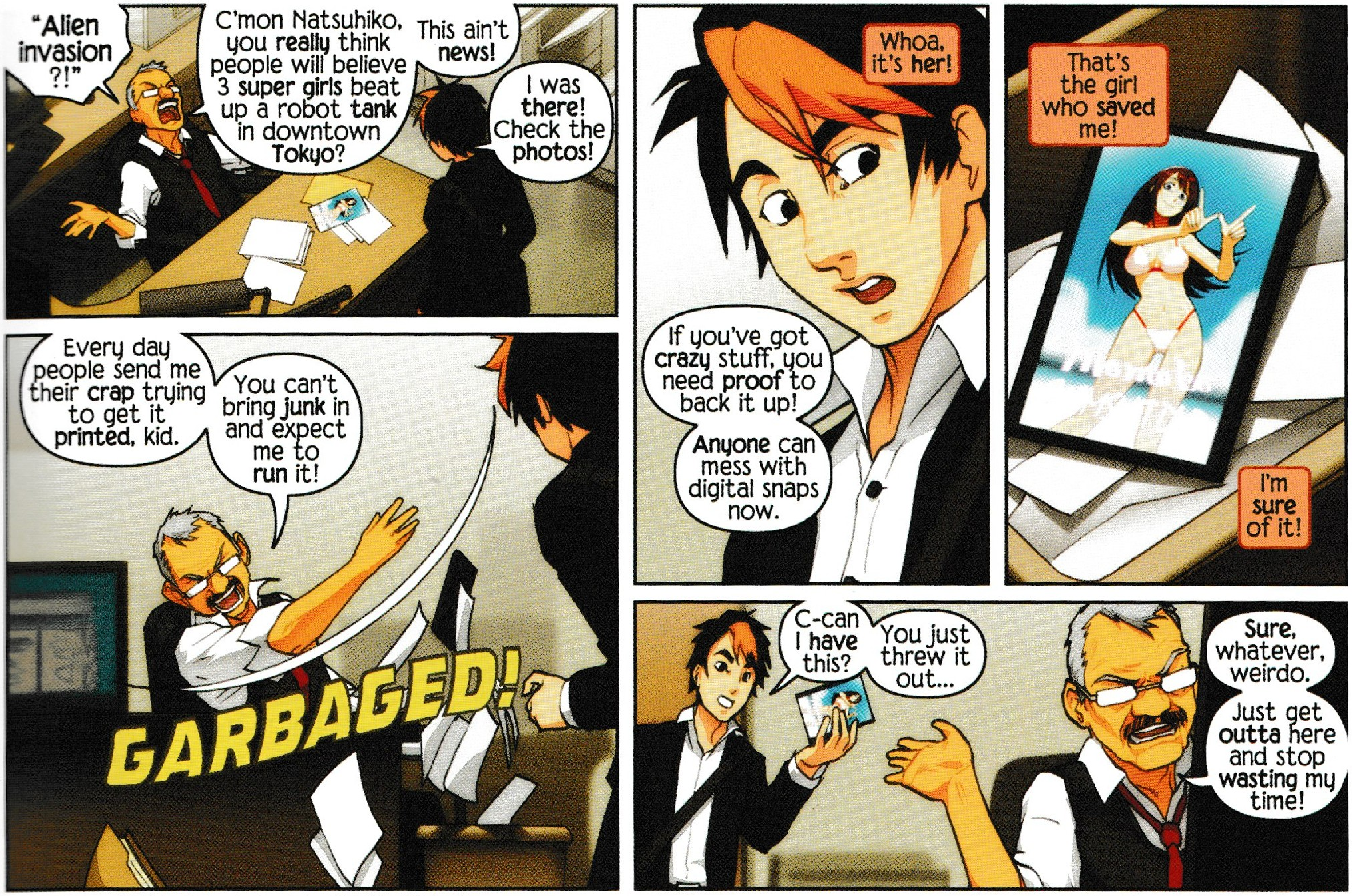
JIM: Otah is basically Erik Ko, if he worked at a bootleg video/tech store.

OMAR: HK bootlegs, they got it all.

ERIK: Maybe that is a better career choice… hm… As far as the story is concerned, I've always joked about stuff being crappy to a point that it isn't even worth bootlegging, and this strip totally shows how much people care about Momoko's DVDs. (laughs)



ROUGH LAYOUT


"Alien invasion?!"
C'mon Natsuhiko, you **really** think people will believe 3 **super girls** beat up a robot **tank** in downtown **Tokyo**?
This ain't news!
I was **there**! Check the **photos**!
Every day people send me their **crap** trying to get it **printed**, kid.
You can't bring **junk** in and expect me to **run** it!
GARBAGED!
Whoa, it's **her**!
If you've got **crazy** stuff, you need **proof** to back it up!
Anyone can mess with digital snaps now.
That's the girl who saved me!
I'm **sure** of it!
C-can I **have** this?
You just threw it out...
Sure, whatever, weirdo.
Just get **outta** here and stop **wasting** my time!

#060: PROOF IS IN THE PILE

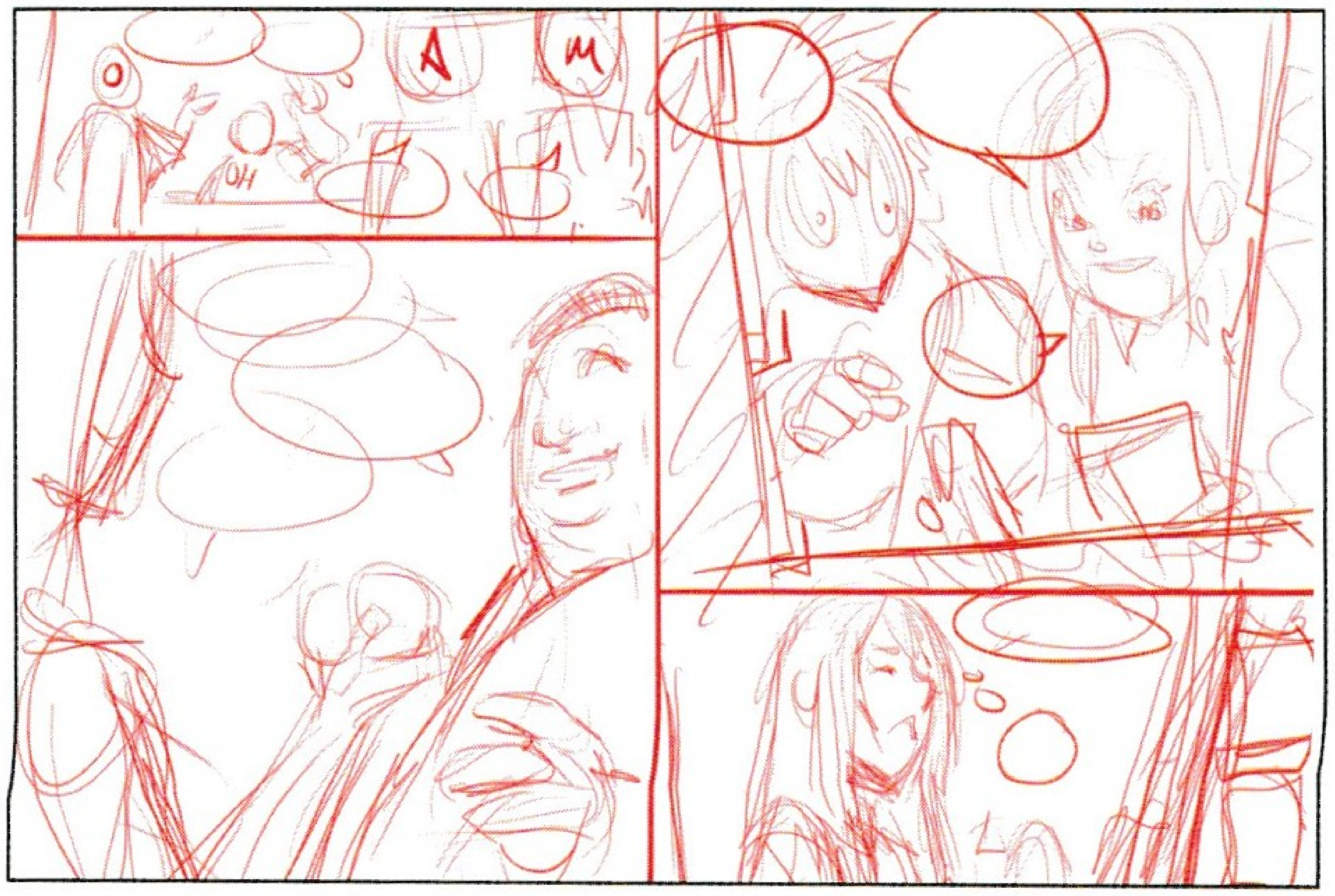
DECEMBER 07, 2012

COMMENTS

JIM: The magazine editor Natsuhiko works for is the Japanese equivalent of J. Jonah Jameson. We need to use him more because he's a wonderful curmudgeon.

OMAR: I like the editor; he is very unlike typical Japanese salarymen, and very animated. He's probably only 36; it's the ravages of his job that have aged him so ruthlessly.

ERIK: And again… no one wants Momoko's DVD.



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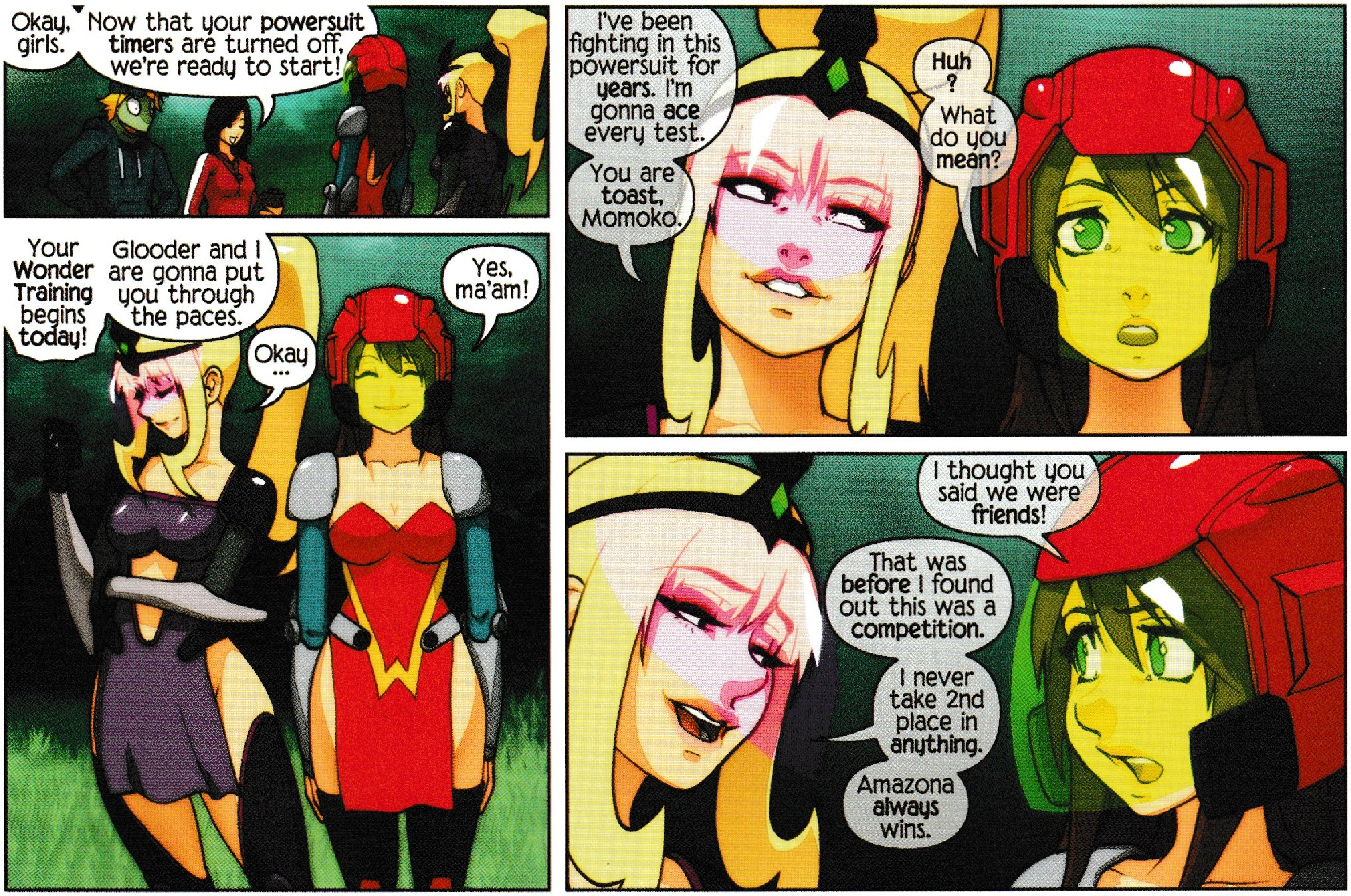

Okay, girls.
Now that your **powersuit timers** are turned off, we're ready to start!
Your **Wonder Training** begins **today!**
Glooder and I are gonna put you through the paces.
Okay ...
Yes, ma'am!
I've been fighting in this powersuit for **years.** I'm gonna **ace** every test.
You are **toast,** Momoko.
Huh ?
What do you **mean?**
I thought you said we were **friends!**
That was **before** I found out this was a **competition.**
I never take 2nd place in **anything.**
Amazona **always** wins.

#061: WONDER TRAINING RIVALS

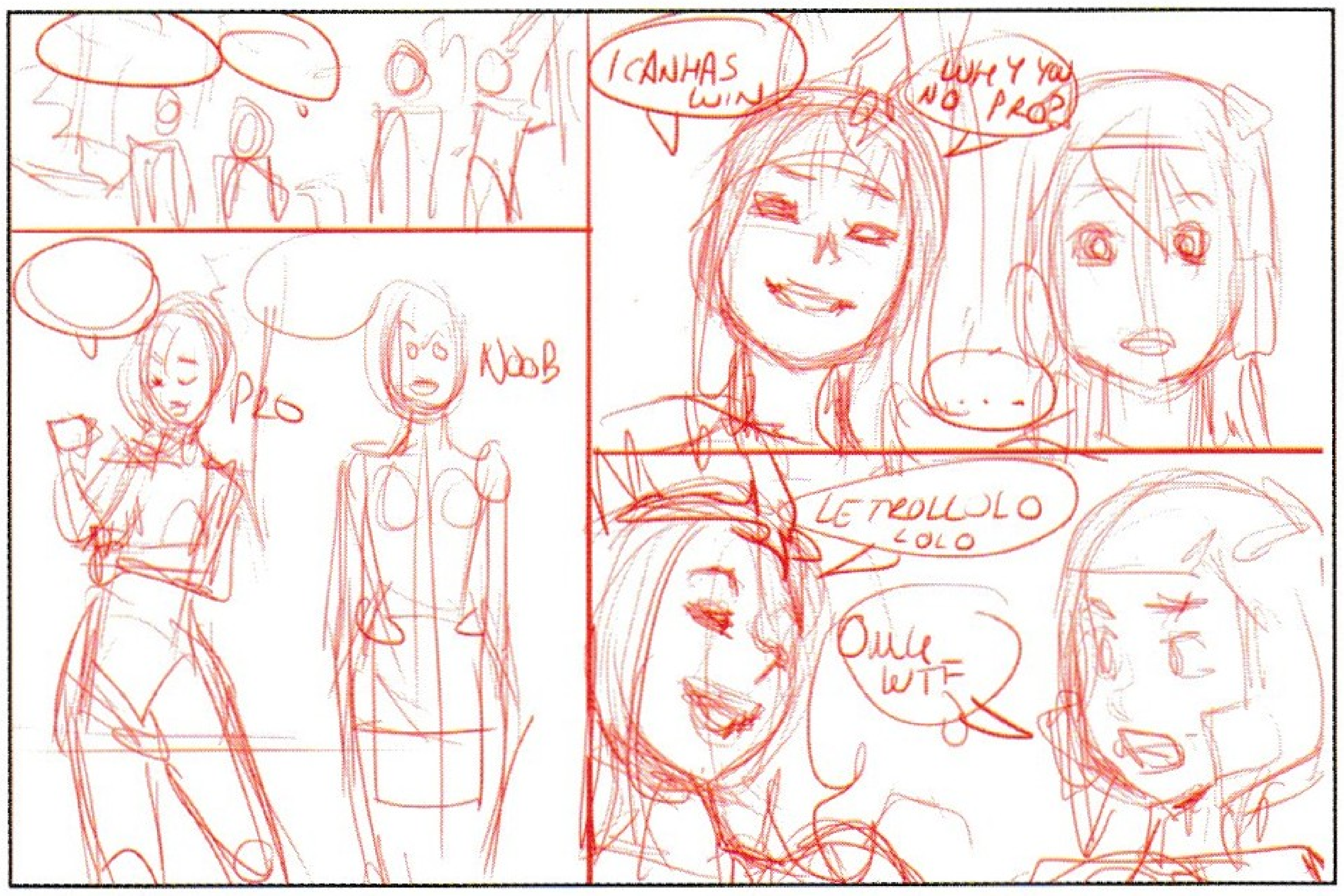
DECEMBER 12, 2012

COMMENTS

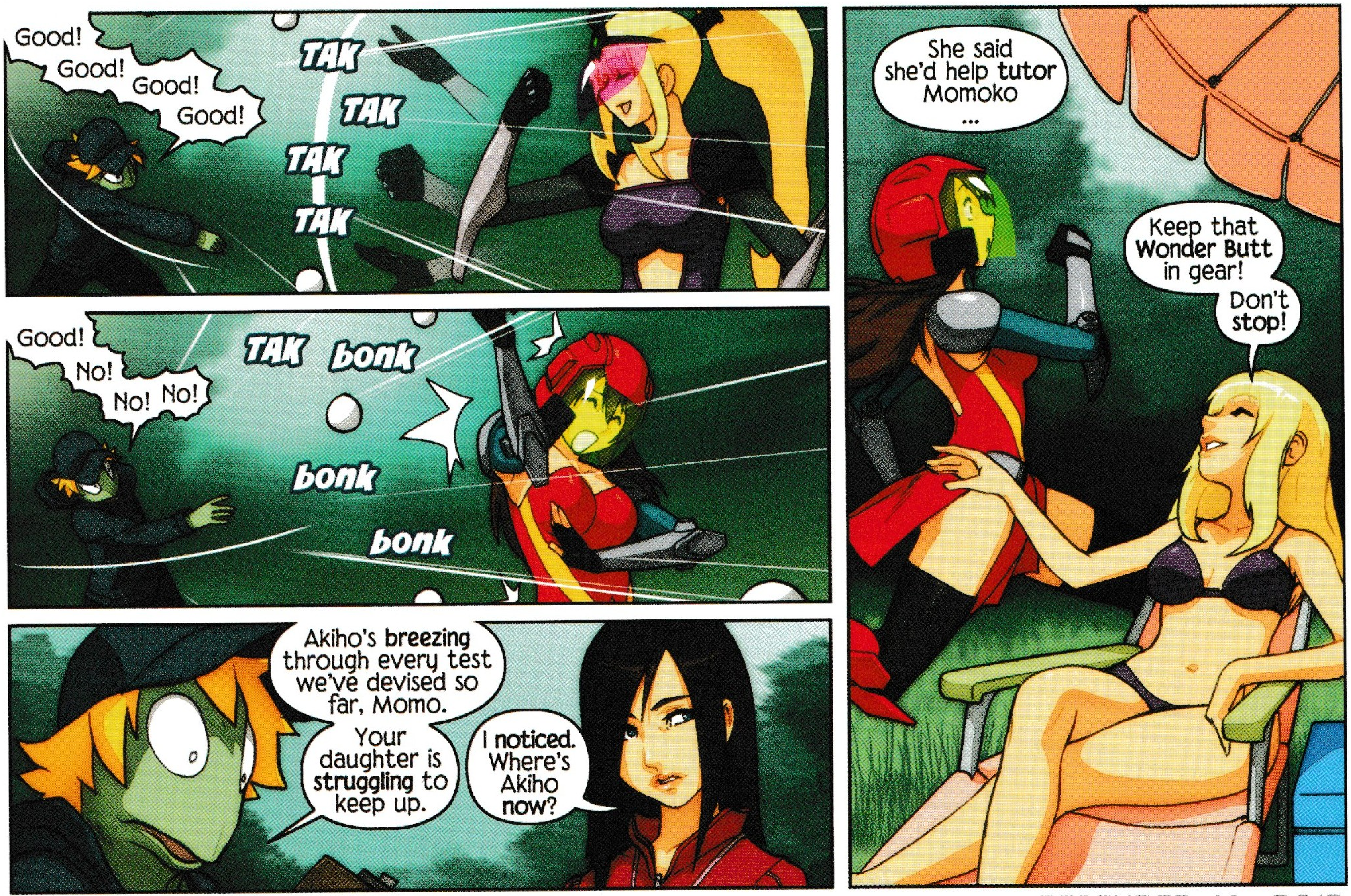
JIM: Aki's competitive nature is another fun element to play with. Her life as an idol has taught her to be the best and always be the center of attention.

OMAR: Momoko is such a noob at times.

ERIK: A lot of people might not have realized that this strip is the beginning of the "dark arc"...


PRO
NOOB
I CANHAS WIN
WHY YOU NO PRO?
...
LE TROLLOLO LOLO
OMG WTF

ROUGH LAYOUT


Good! Good! Good! Good!
TAK TAK TAK TAK
Good! No! No! No!
TAK bonk bonk bonk
Akiho's breezing through every test we've devised so far, Momo.
Your daughter is struggling to keep up.
I noticed. Where's Akiho now?
She said she'd help tutor Momoko ...
Keep that Wonder Butt in gear!
Don't stop!

#062: RUNNING WONDER LAPS

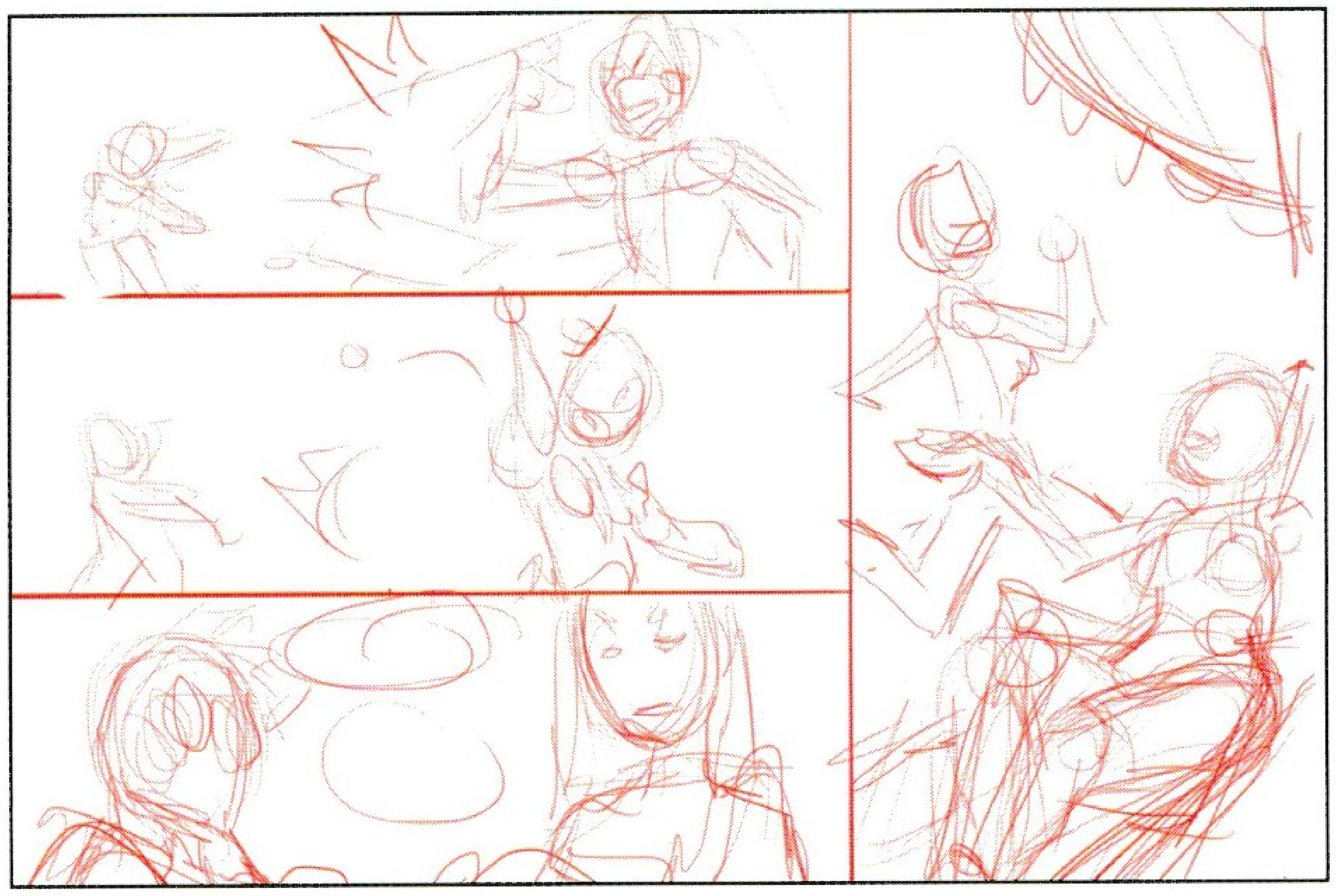
DECEMBER 14, 2012

COMMENTS

JIM: Omar packs a lot into four panels here.

OMAR: I like Momoko's running pose.

ERIK: Aki and Momoko are just on two different levels.



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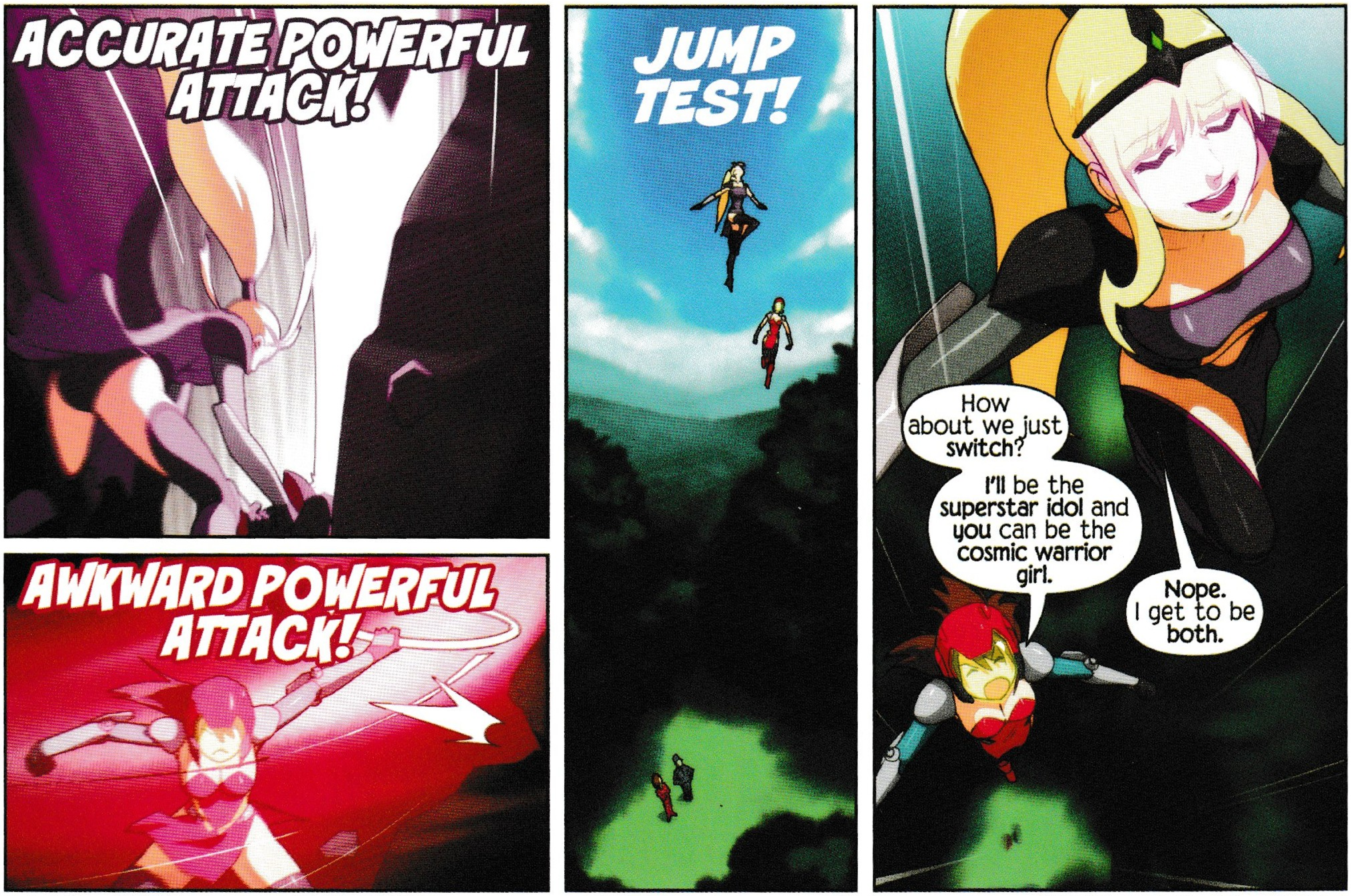

ACCURATE POWERFUL ATTACK!
AWKWARD POWERFUL ATTACK!
JUMP TEST!
How about we just switch?
I'll be the superstar idol and you can be the cosmic warrior girl.
Nope. I get to be both.

#063: DARE TO COMPARE

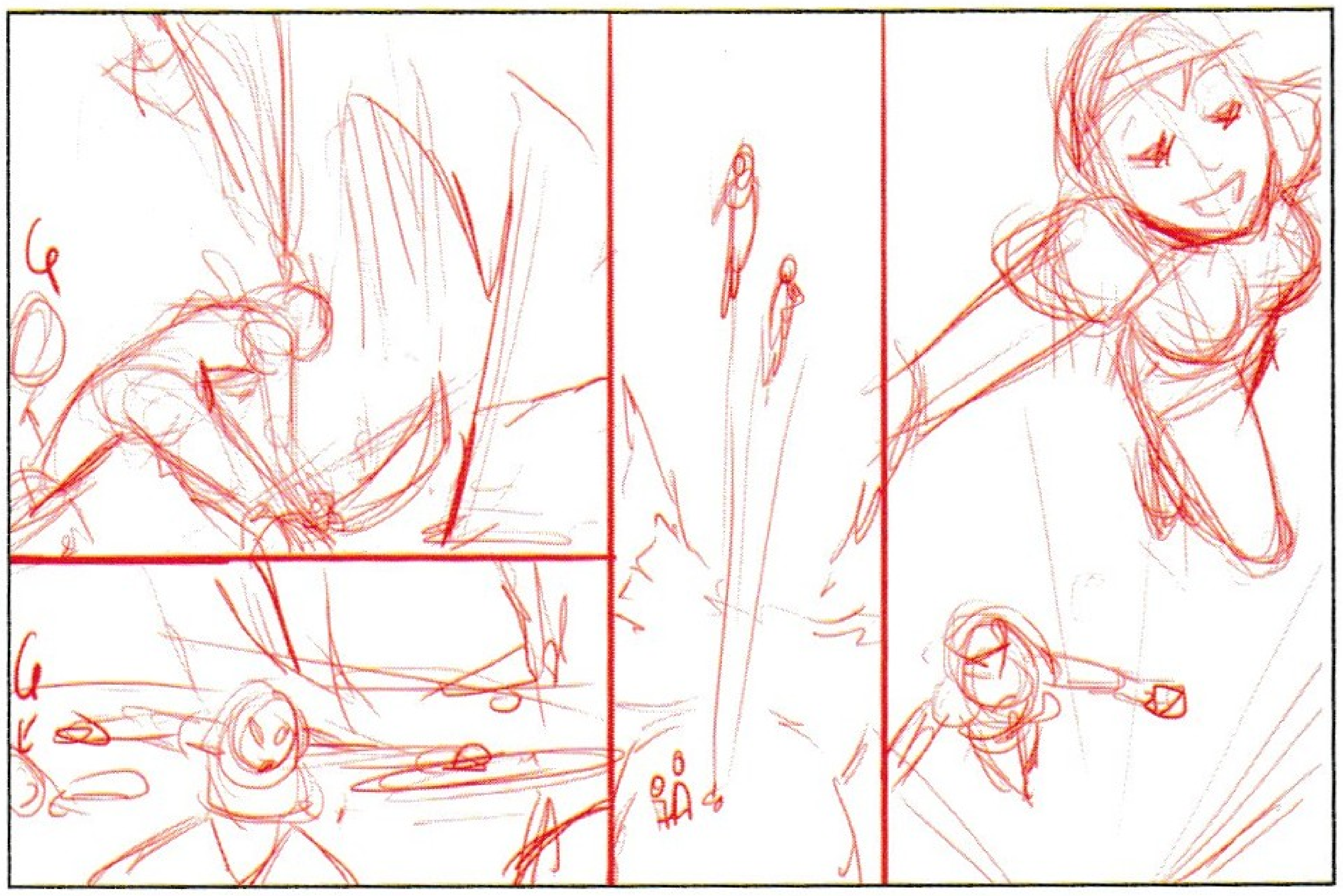
DECEMBER 19, 2012

COMMENTS

JIM: Love this page. Clearly we need to do more super jumps.

OMAR: Aki's flying pose just reinforces how hard Momoko has to try just to keep up. In these scenes, everything Aki does looks effortless, while Momoko is clunky.

ERIK: Yeah, with the limited amount of space we have, we rarely do such zoomed-out shots.



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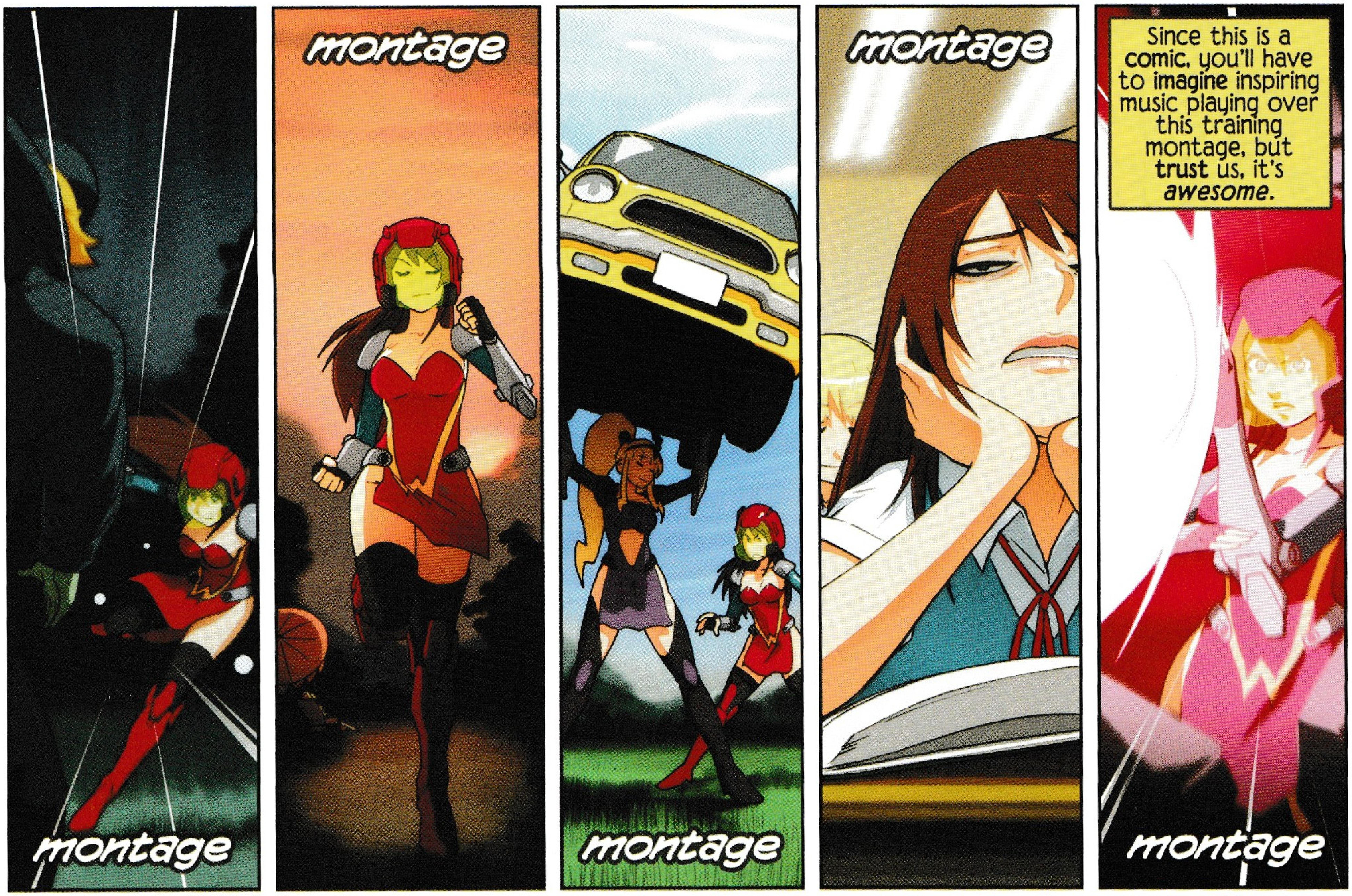

montage
montage
montage
montage
Since this is a **comic**, you'll have to **imagine** inspiring music playing over this training montage, but **trust** us, it's ***awesome***.
montage

#064: TIME FOR A MONTAGE

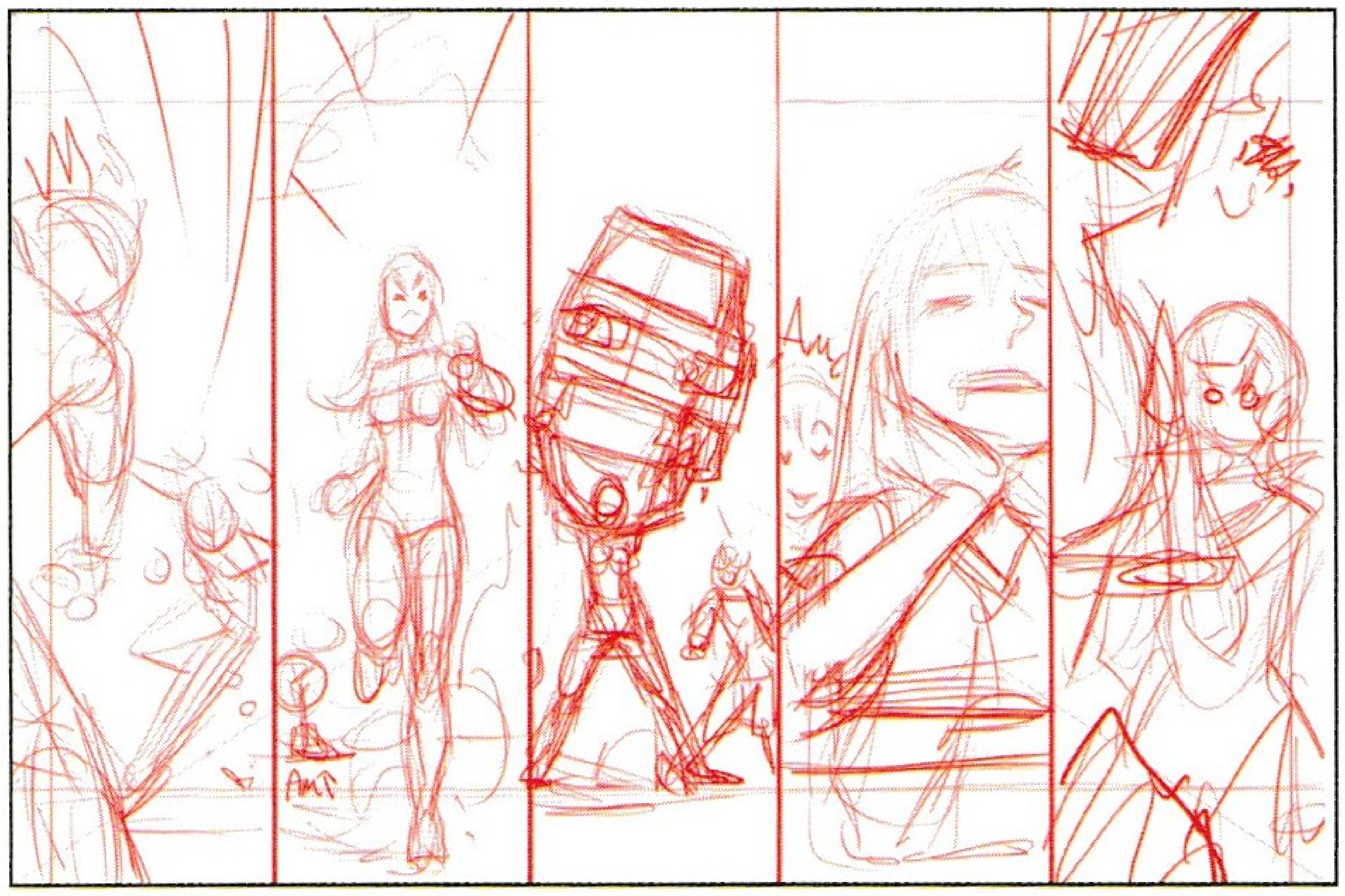
DECEMBER 21, 2012

COMMENTS

JIM: With video game and anime elements guiding the series, it's fun to have strips that directly play off of those animated aspects, even though we're presenting them in comic form. The identical size and shape of the panels give this strip a great musical rhythm that enhances the "montage" feel.

OMAR: The fatigue panel is pretty accurate.

ERIK: I can hear "Eye of the Tiger" playing as background music!



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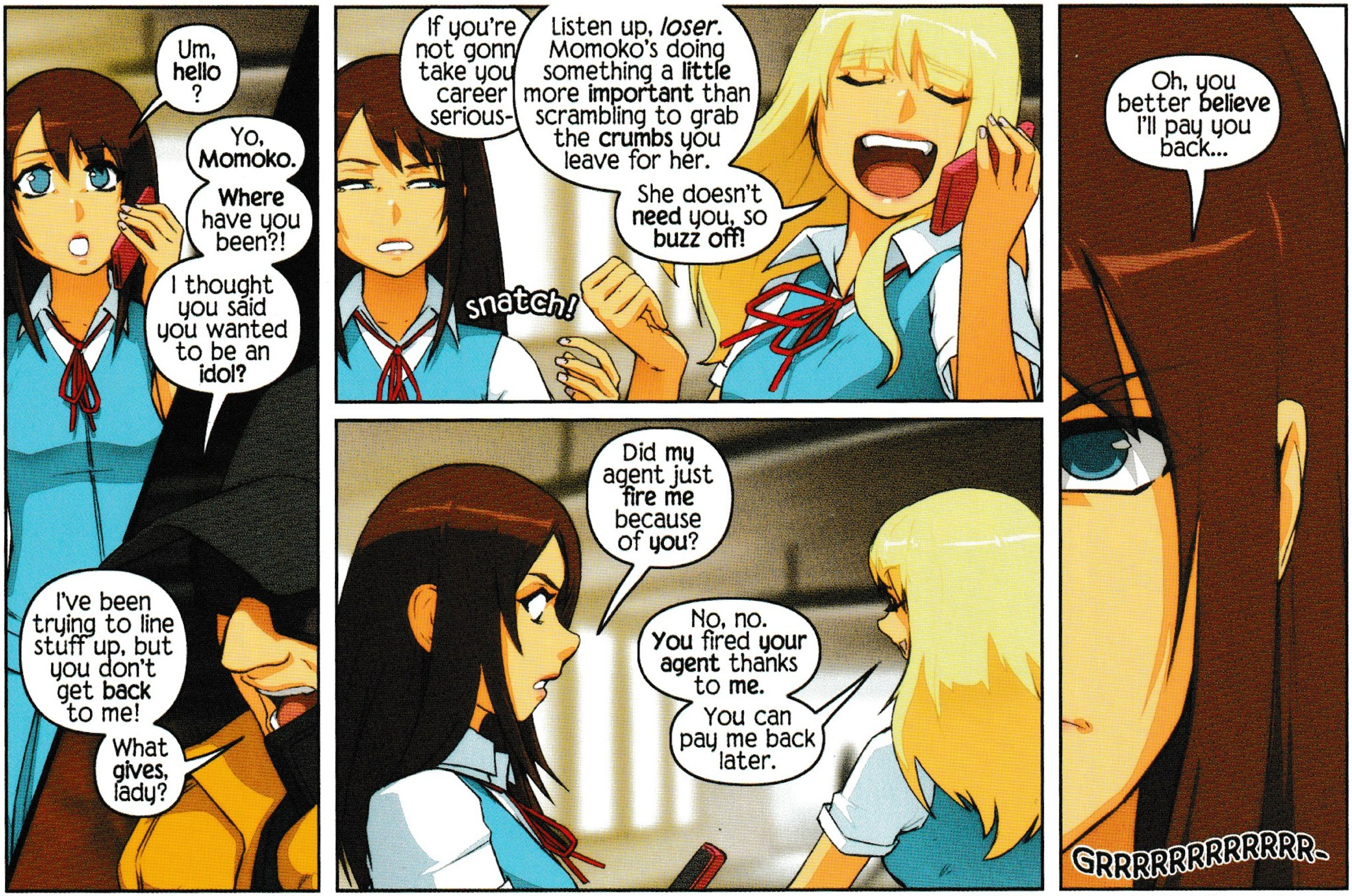

Um, hello?
Yo, Momoko.
Where have you been?!
I thought you said you wanted to be an idol?
I've been trying to line stuff up, but you don't get back to me!
What gives, lady?
If you're not gonn take you career serious-
snatch!
Listen up, *loser*. Momoko's doing something a little more important than scrambling to grab the crumbs you leave for her.
She doesn't need you, so buzz off!
Did my agent just fire me because of you?
No, no. You fired your agent thanks to me.
You can pay me back later.
Oh, you better believe I'll pay you back...
GRRRRRRRRRRRR-

#065: YOU CAN'T FIRE ME, I QUIT

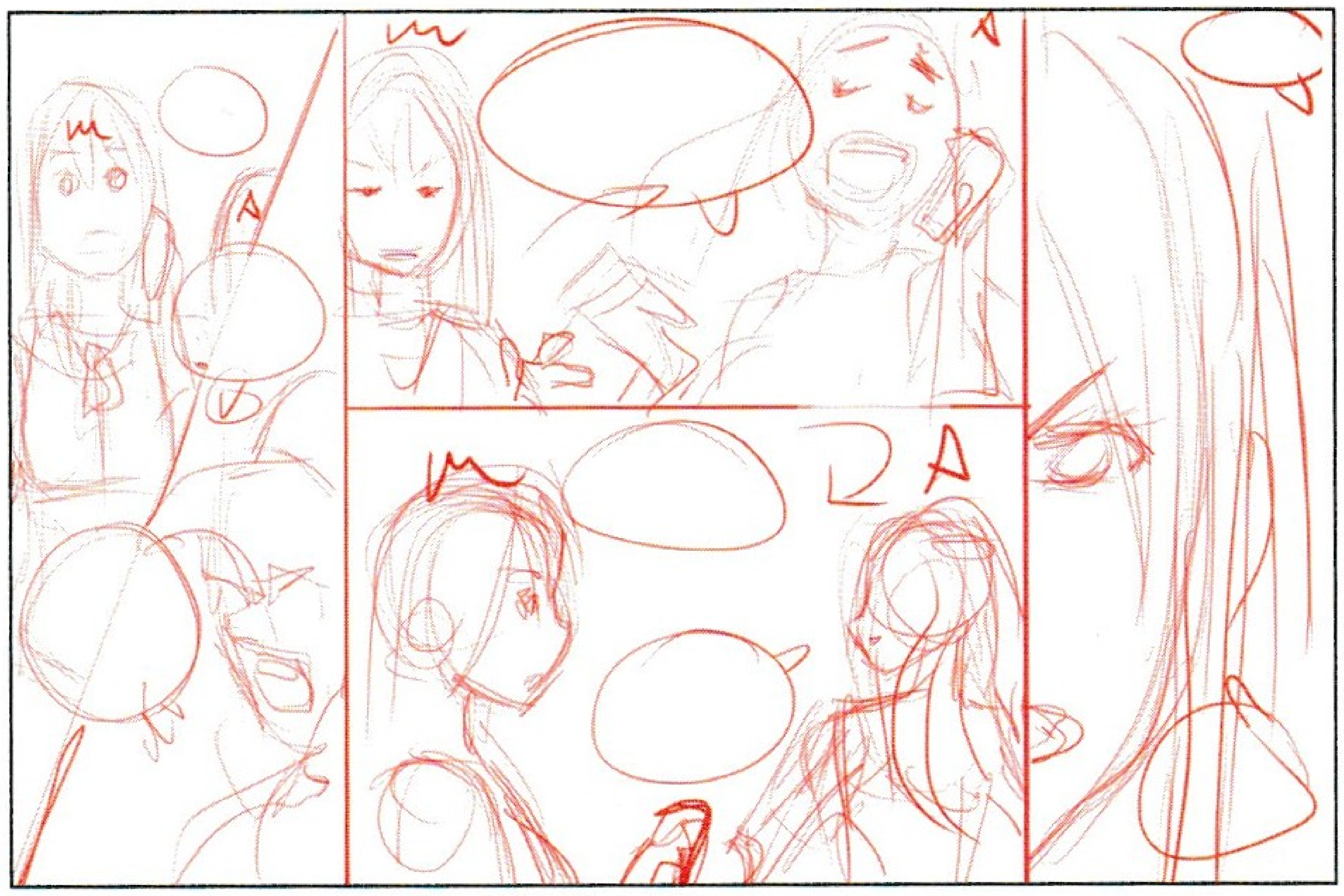
DECEMBER 26, 2012

COMMENTS

JIM: I think Erik and I just completely forgot about Momoko's agent, so we needed to bring that guy back and deal with him.

OMAR: Here, I wonder if Aki got rid of Momoko's agent just to further trash her by ending her idol career.

ERIK: I guess the agent really doesn't care if he still works with Momoko or not!



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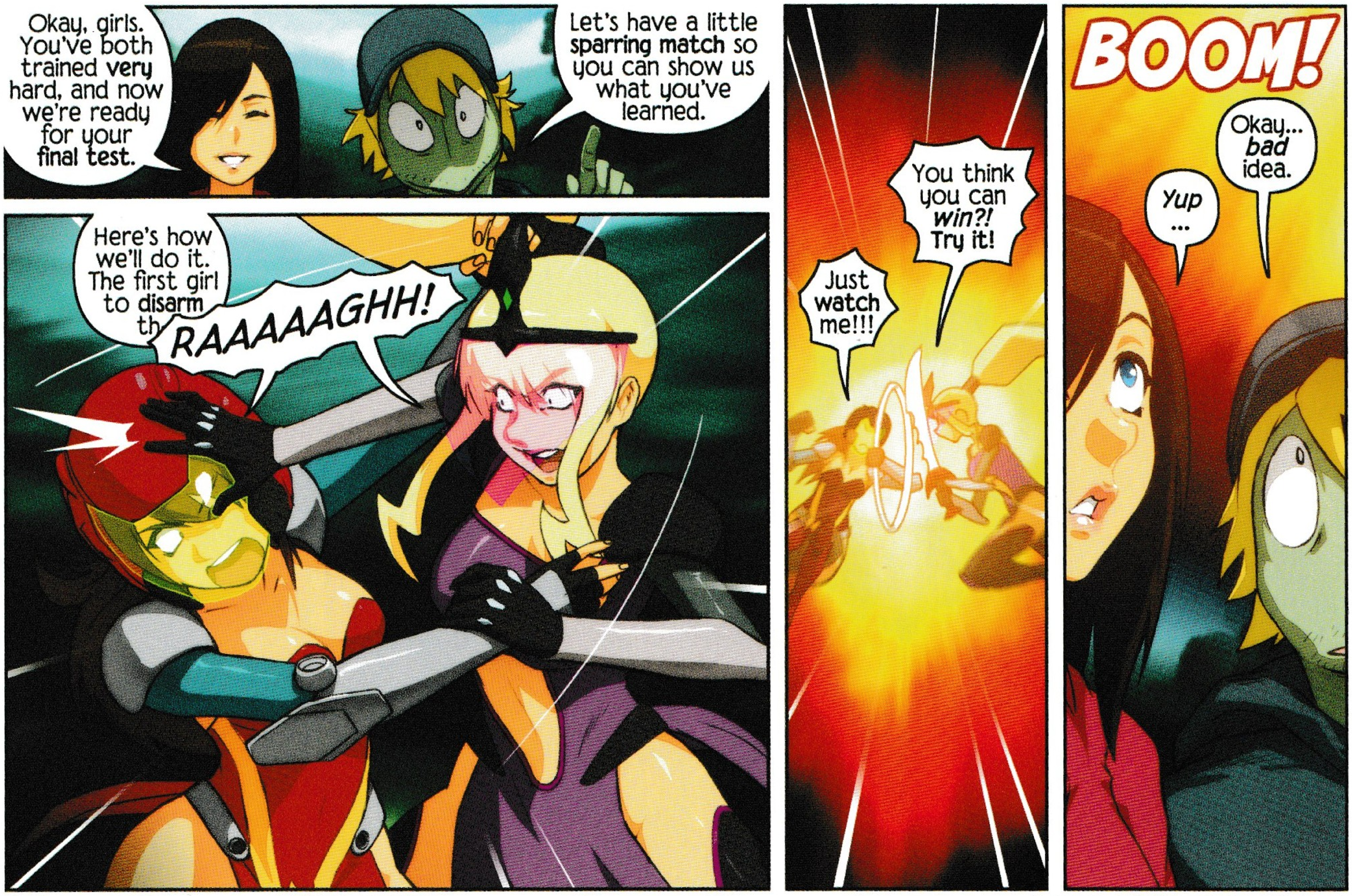

Okay, girls. You've both trained very hard, and now we're ready for your final test.
Let's have a little sparring match so you can show us what you've learned.
Here's how we'll do it. The first girl to disarm th
RAAAAAGHH!
Just watch me!!!
You think you can win?! Try it!
BOOM!
Yup ...
Okay... bad idea.

#066: TESTING TENSIONS

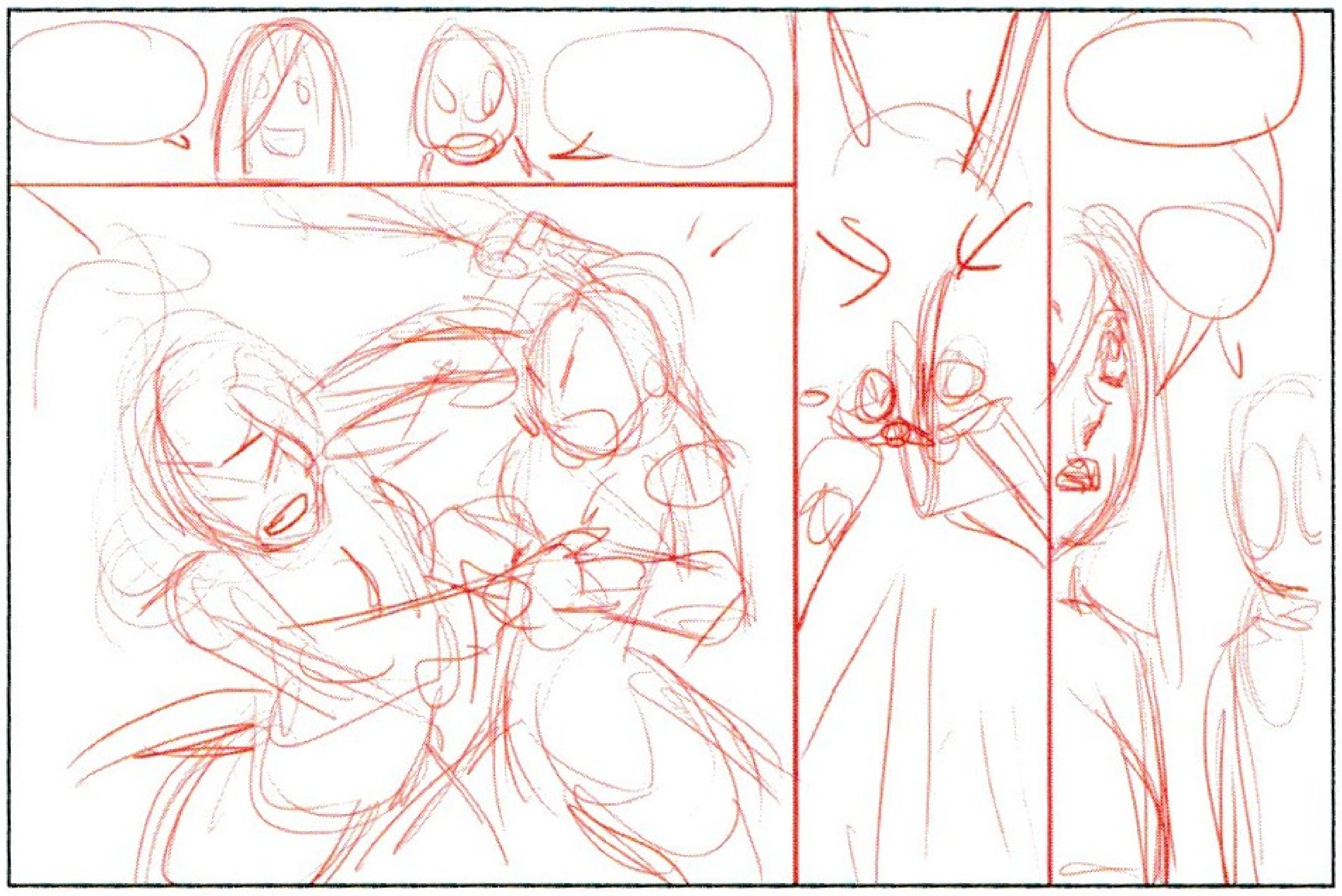
DECEMBER 28, 2012

COMMENTS

JIM: We cut short their first battle, so this seemed like a good time to let them really cut loose.

OMAR: A catfight with hair-pulling! It had to happen at least once.

ERIK: Notice that the color of Momoko's powersuit is slowly changing. Omar did a really good job subtly dimming the red as Momoko gets more vicious.



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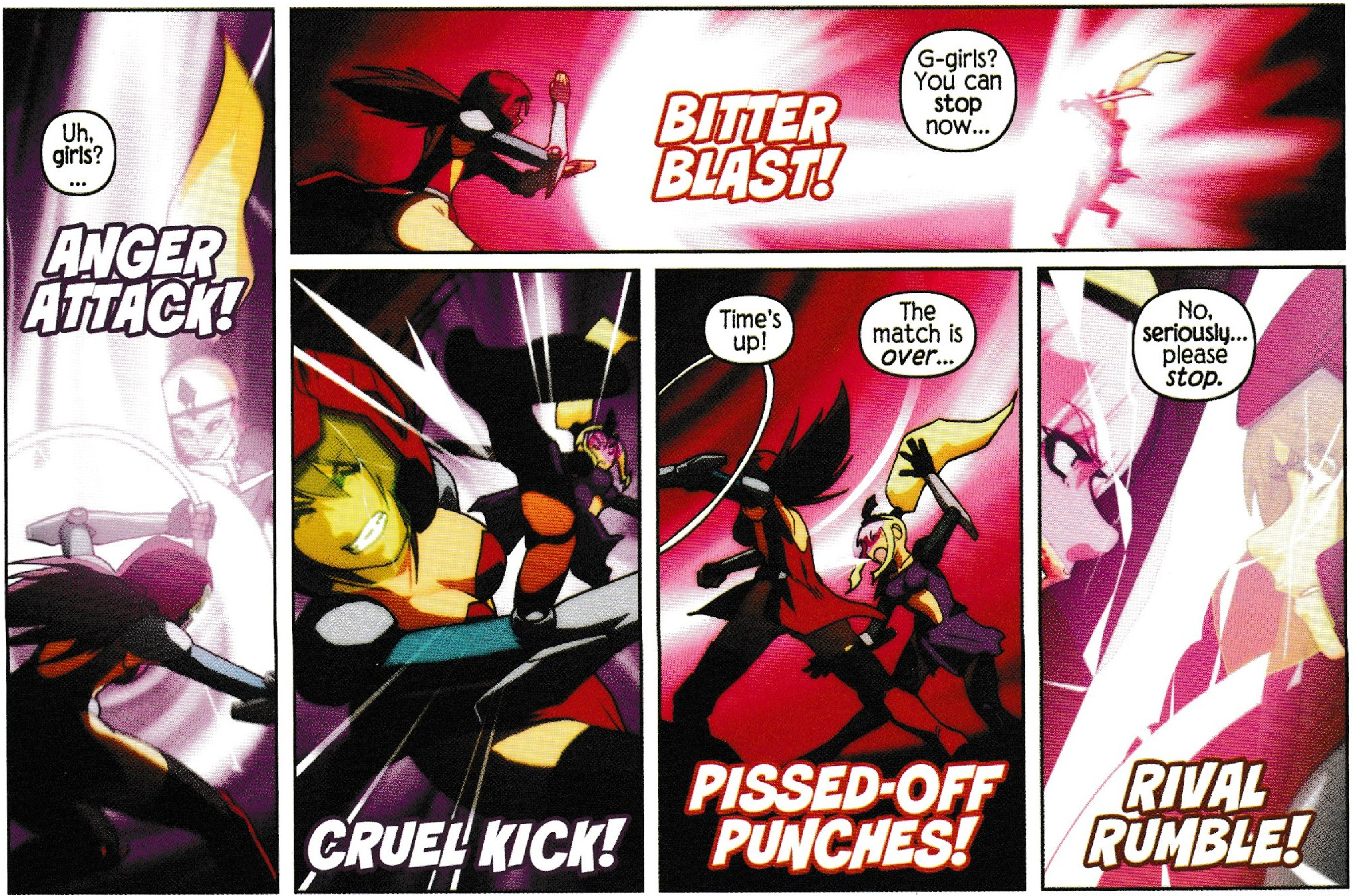

Uh, girls? ...
ANGER ATTACK!
BITTER BLAST!
G-girls? You can stop now...
CRUEL KICK!
Time's up!
The match is *over*...
PISSED-OFF PUNCHES!
No, seriously... please *stop*.
RIVAL RUMBLE!

#067: RIVAL REVENGE

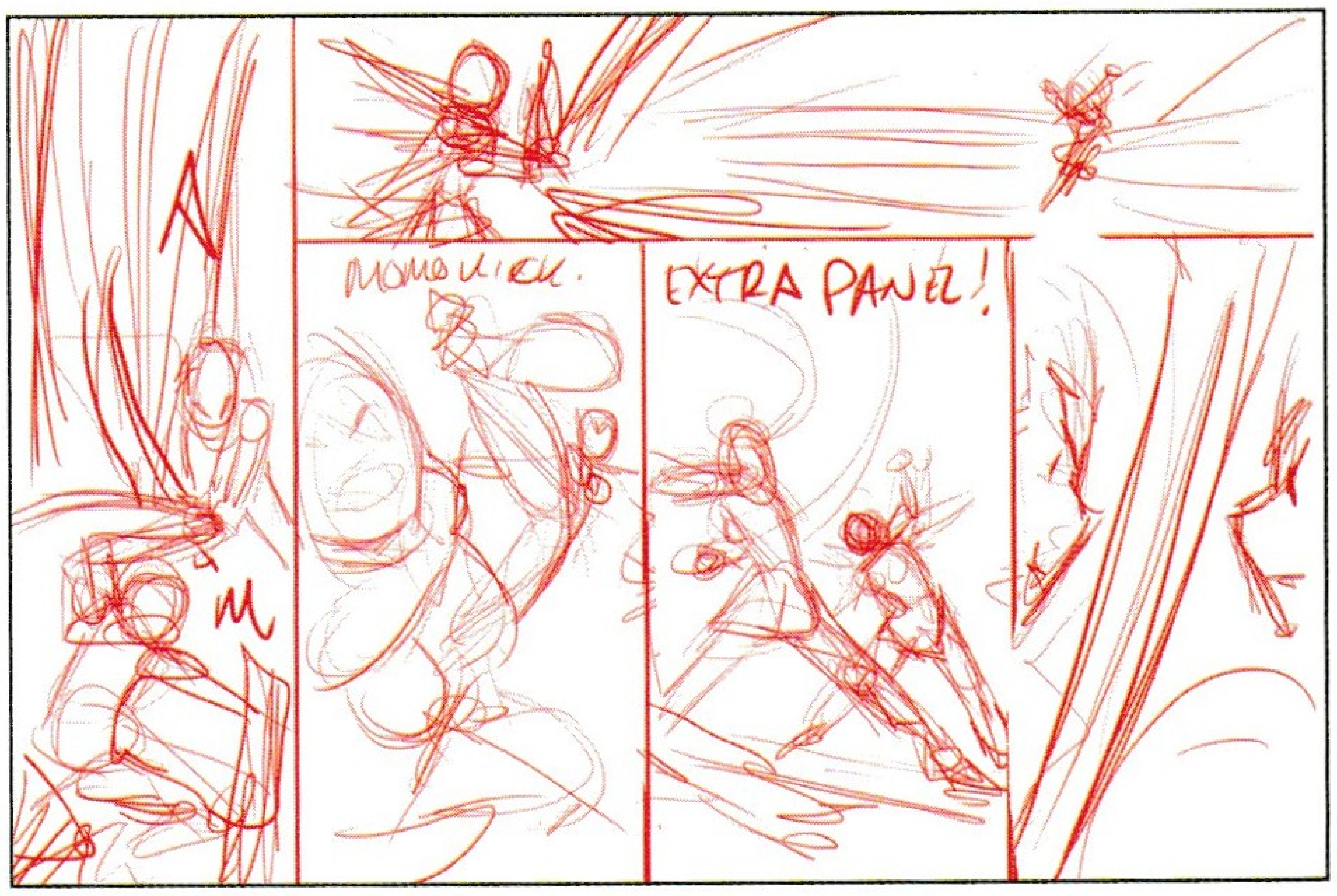
JANUARY 02, 2013

COMMENTS

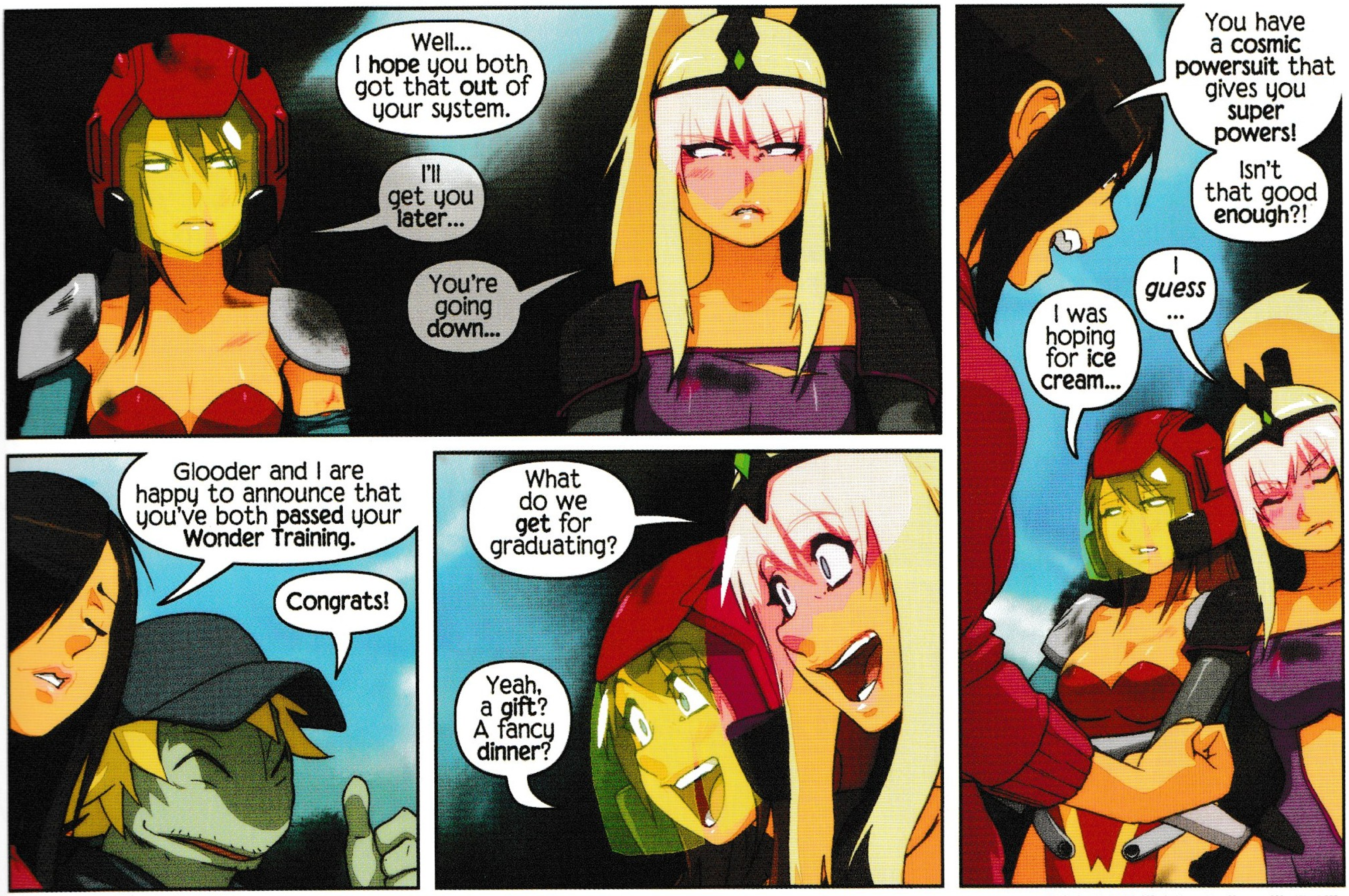
JIM: Love this battle page.

OMAR: Big FX on this page.

ERIK: So much anger! So much glow!


MOMO KICK.
EXTRA PANEL!

ROUGH LAYOUT


Well... I hope you both got that out of your system.
I'll get you later...
You're going down...
Glooder and I are happy to announce that you've both passed your Wonder Training.
Congrats!
What do we get for graduating?
Yeah, a gift? A fancy dinner?
You have a cosmic powersuit that gives you super powers!
Isn't that good enough?!
I guess...
I was hoping for ice cream...

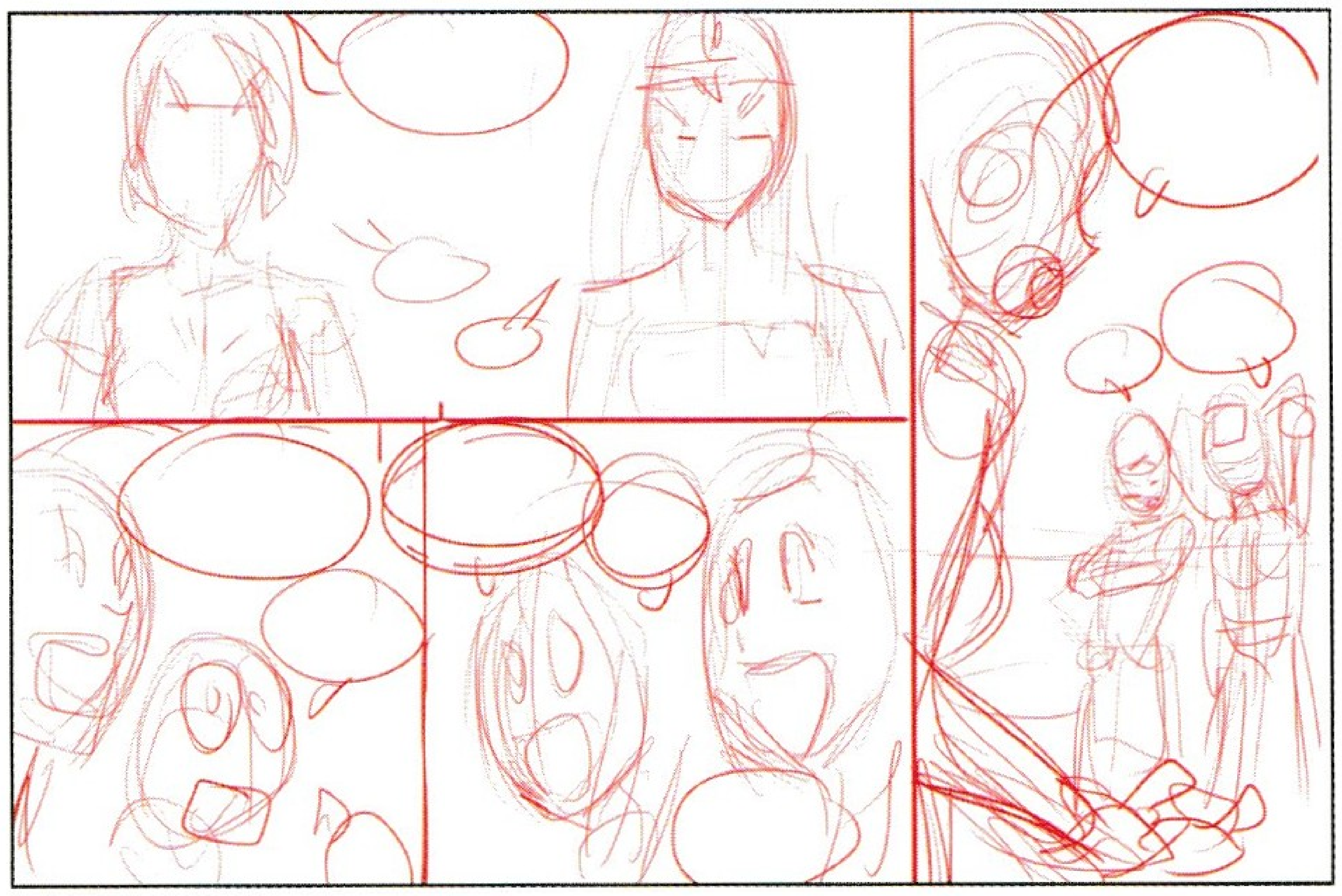
#068: GRADUATION REWARD

JANUARY 04, 2013

COMMENTS

JIM: I don't know the exact requirements for Wonder Training Certification, but I don't think Glooder and Momo-Mom know either.

ERIK: I guess telling them that they both made it was the only way to get them to stop!



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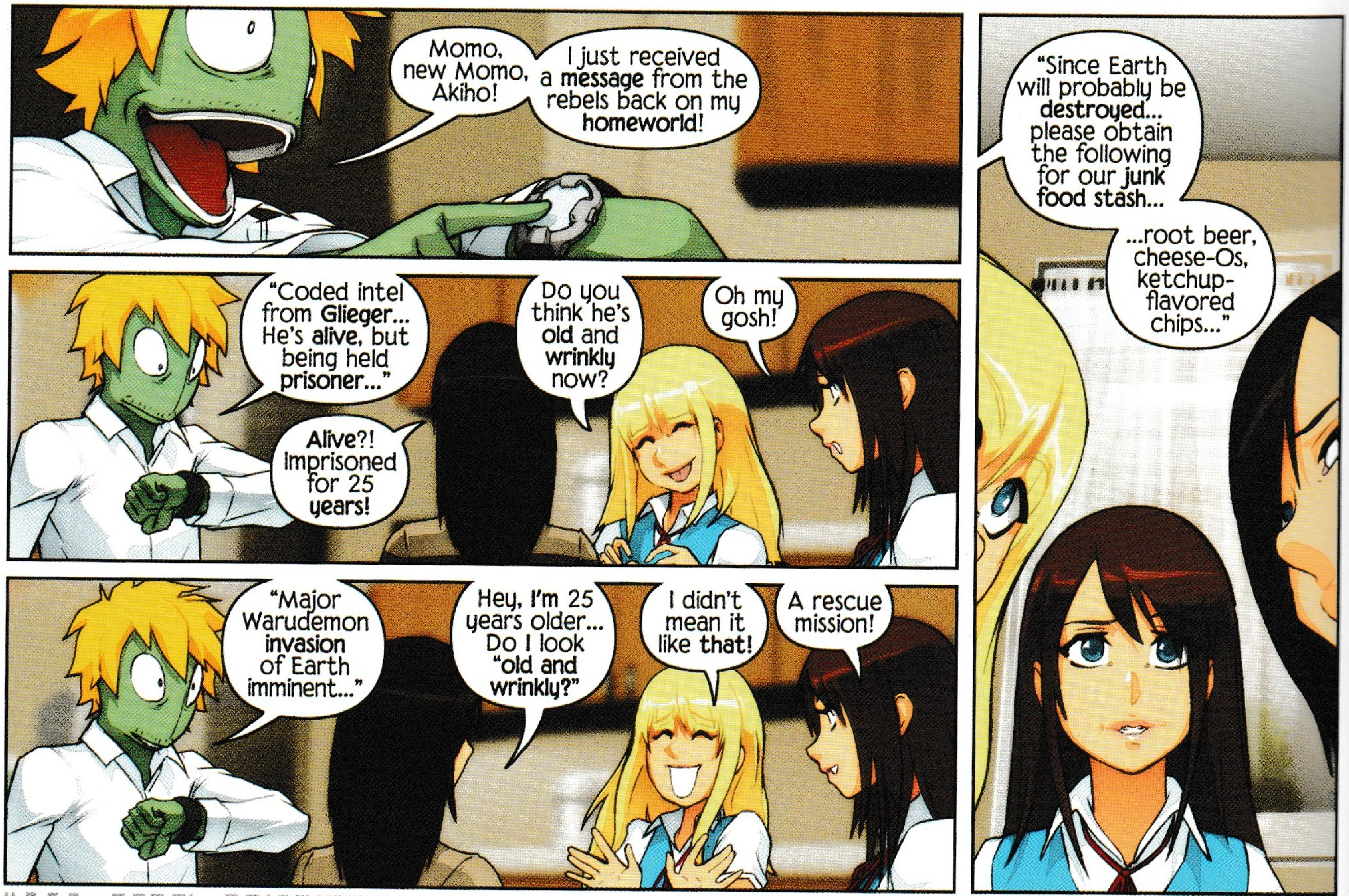

Momo, new Momo, Akiho!
I just received a **message** from the rebels back on my **homeworld**!
"Coded intel from **Glieger**... He's **alive**, but being held **prisoner**..."
Do you think he's **old** and **wrinkly** now?
Oh my gosh!
Alive?! Imprisoned for 25 **years**!
"Major Warudemon **invasion** of Earth imminent..."
Hey, **I'm** 25 years older... Do I look **"old and wrinkly?"**
I didn't mean it like **that**!
A rescue mission!
"Since Earth will probably be **destroyed**... please obtain the following for our **junk food stash**...
...root beer, cheese-Os, ketchup-flavored chips..."

#069: REBEL PRIORITIES

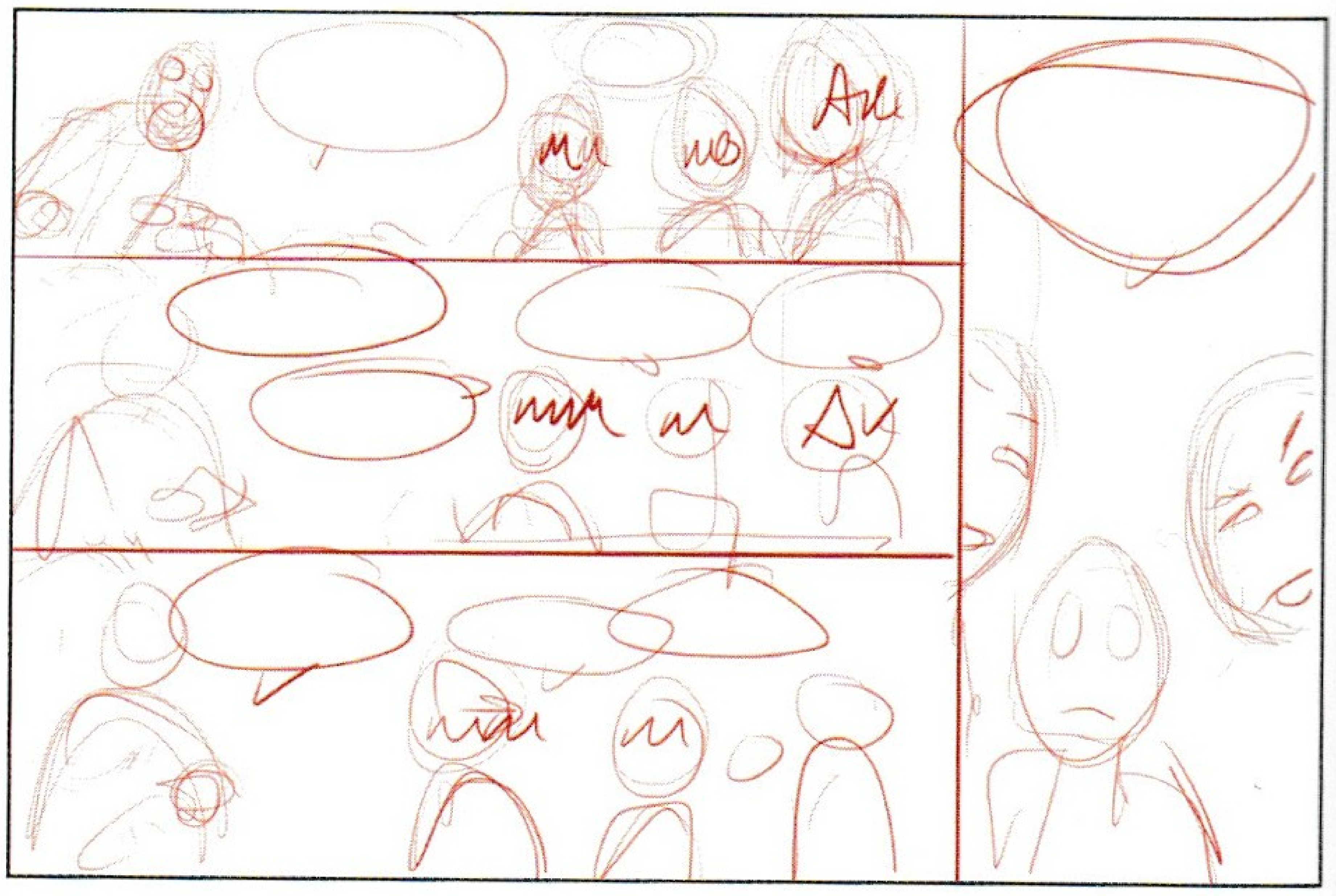
JANUARY 09, 2013

COMMENTS

JIM: Ketchup-flavored chips are a thing here in Canada. You Americans don't know what you're missing.

OMAR: See? Glooder has teeth, I delivered.

ERIK: Eating too many ketchup chips will make an alien grow teeth. There you go!



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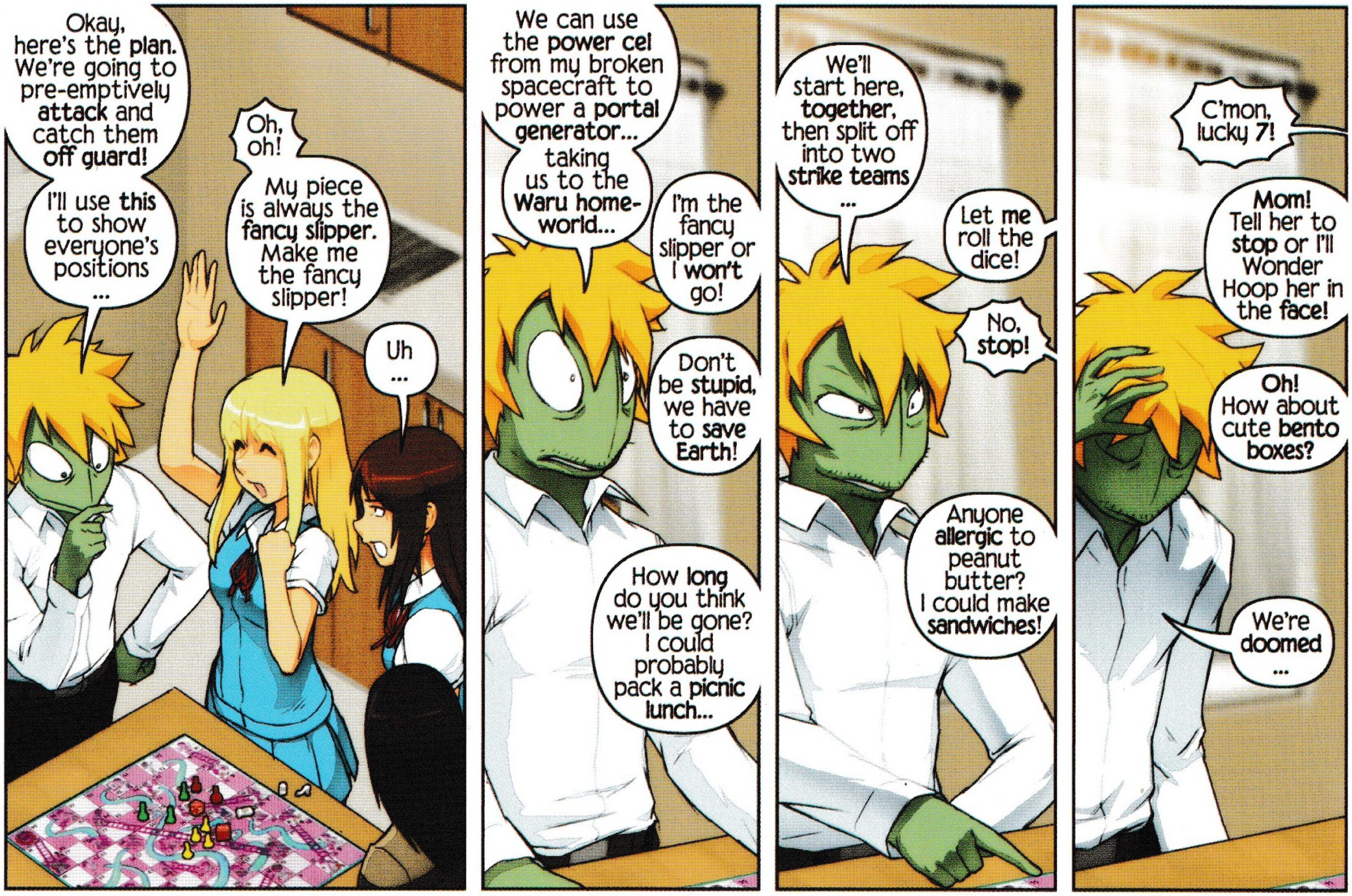

Okay, here's the plan. We're going to pre-emptively attack and catch them off guard!
I'll use this to show everyone's positions ...
Oh, oh!
My piece is always the fancy slipper. Make me the fancy slipper!
Uh ...
We can use the power cel from my broken spacecraft to power a portal generator...
taking us to the Waru home-world...
I'm the fancy slipper or I won't go!
Don't be stupid, we have to save Earth!
How long do you think we'll be gone? I could probably pack a picnic lunch...
We'll start here, together, then split off into two strike teams ...
Let me roll the dice!
No, stop!
Anyone allergic to peanut butter? I could make sandwiches!
C'mon, lucky 7!
Mom! Tell her to stop or I'll Wonder Hoop her in the face!
Oh! How about cute bento boxes?
We're doomed ...

#070: BOARDING PLANS

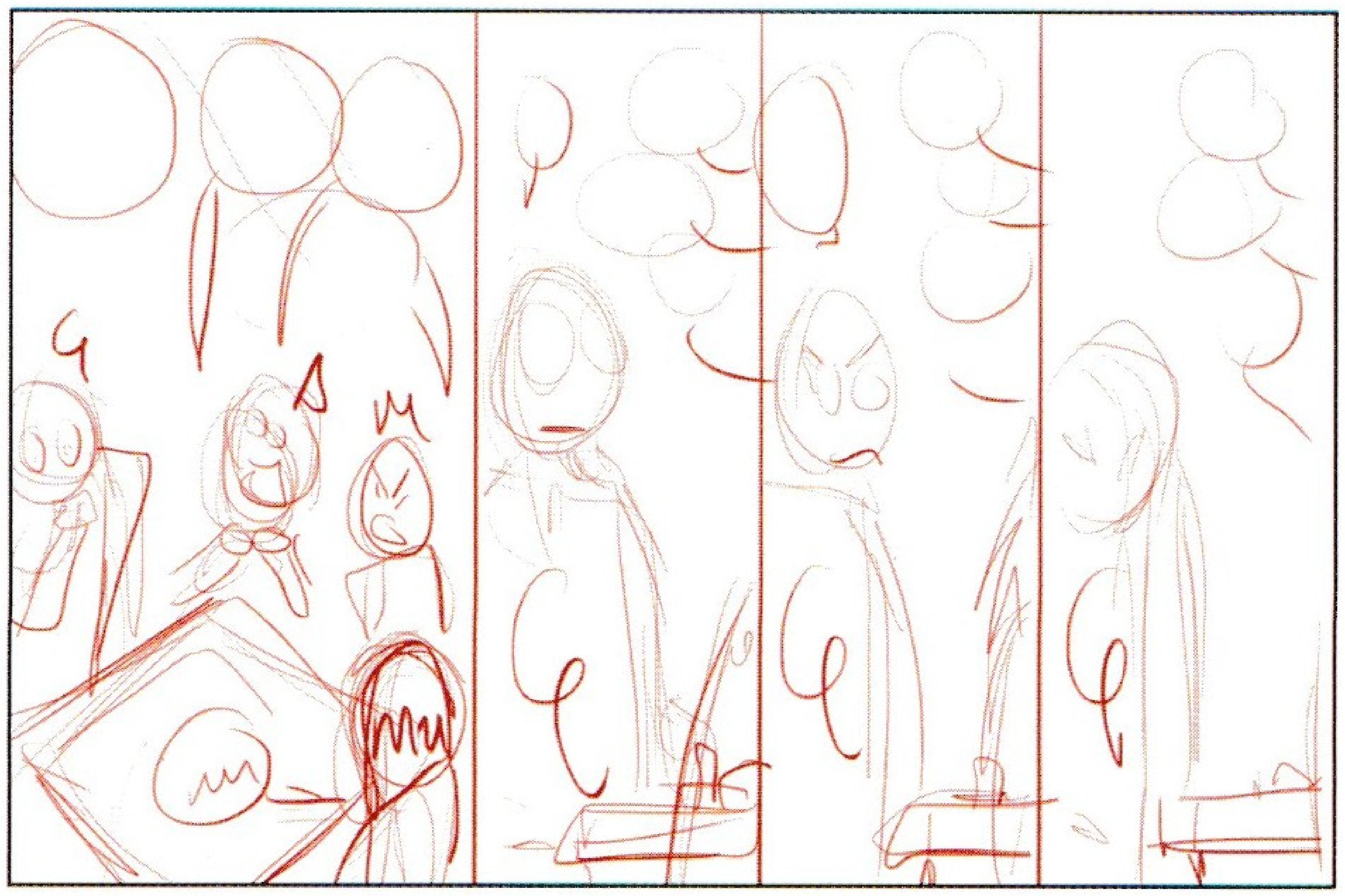
JANUARY 11, 2013

COMMENTS

JIM: Planning with this trio is like herding cats.

OMAR: Here, Glooder starts to look more Momoko's age. Quite a change from the beginning, albeit a gradual one.

ERIK: Ketchup chips will also de-age an alien.



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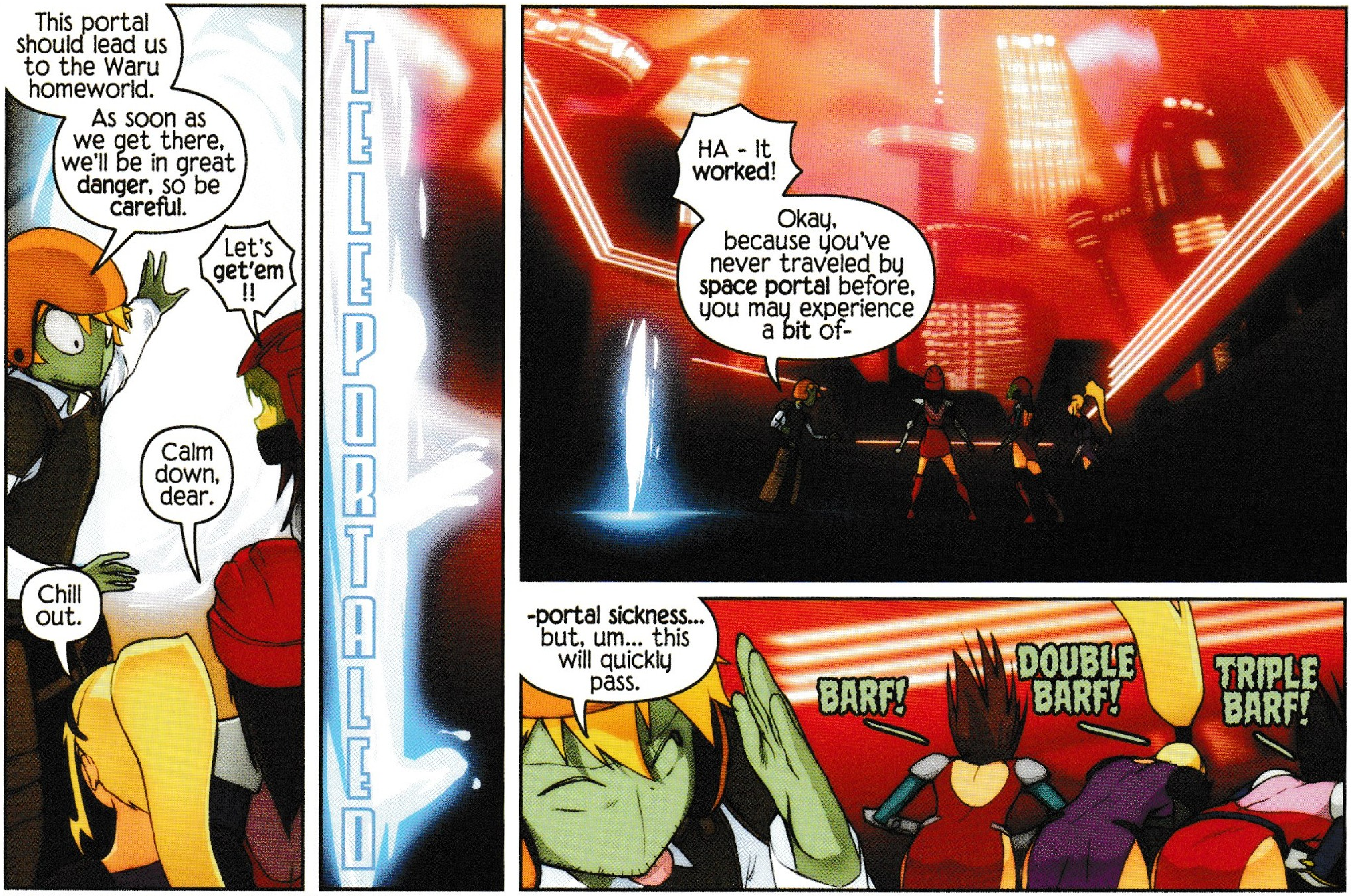

This portal should lead us to the Waru homeworld.
As soon as we get there, we'll be in great **danger**, so be **careful**.
Let's **get'em** !!
Calm down, dear.
Chill out.
TELEPORTALED
HA - It **worked**!
Okay, because you've never traveled by **space portal** before, you may experience a **bit** of-
-portal sickness... but, um... this will quickly pass.
BARF!
DOUBLE BARF!
TRIPLE BARF!

#071: PORTAL PROBLEMS

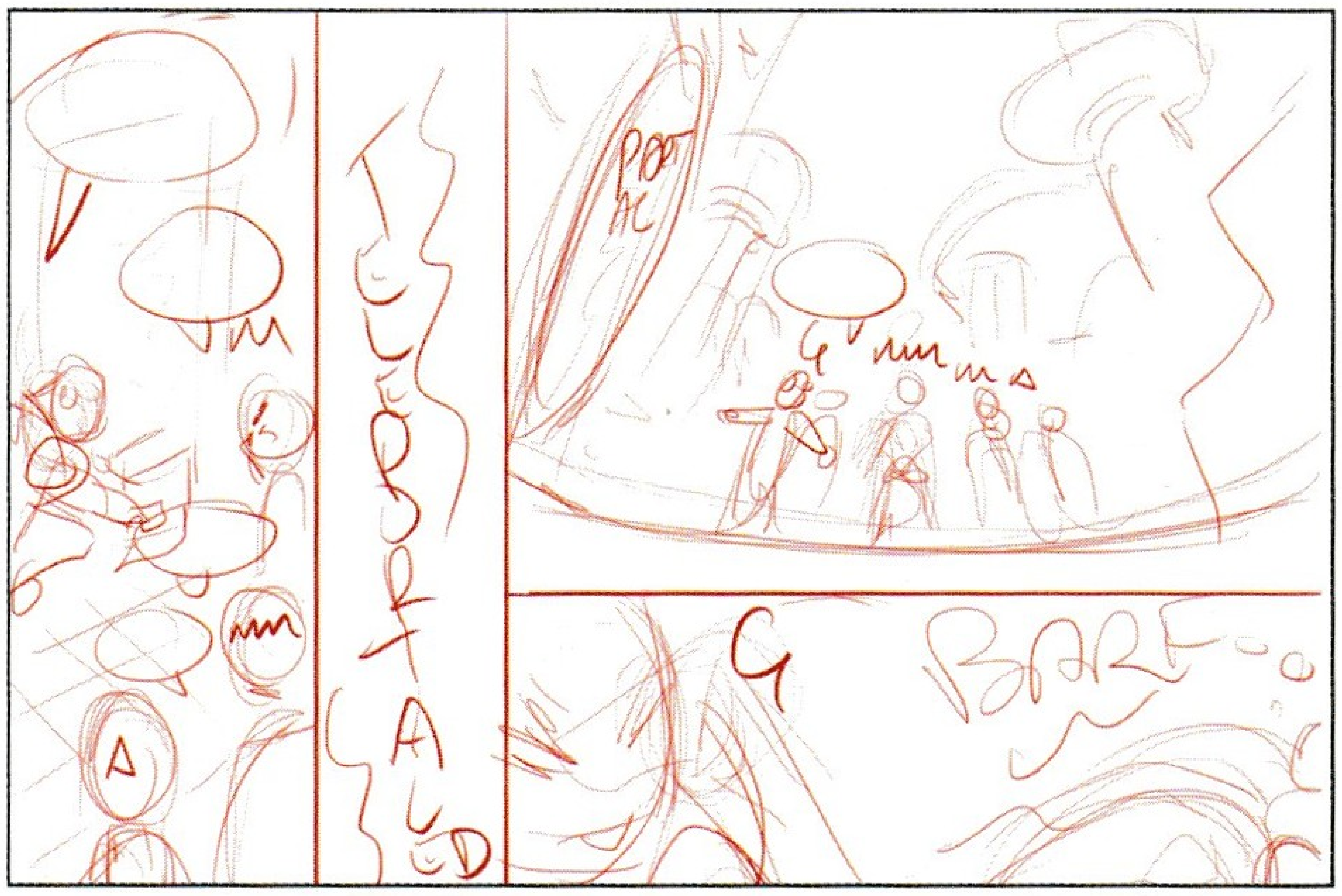
JANUARY 16, 2013

COMMENTS

JIM: "TELEPORTALED" may be my favorite sound effect and "TRIPLE BARF" is a good runner-up.

OMAR: Rancid.

ERIK: Jim is now making up sound effect words like how Glooder is making up nicknames!



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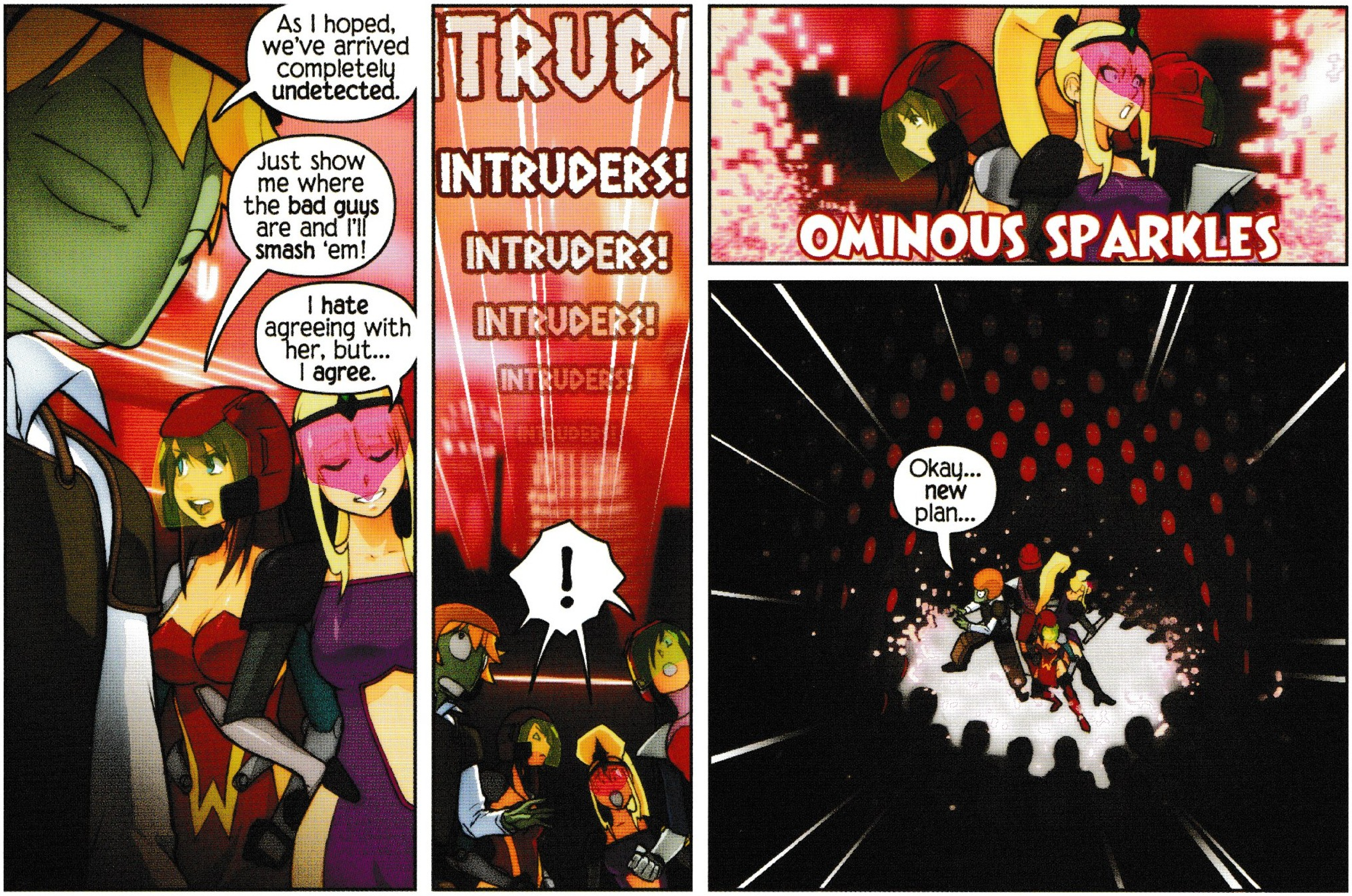

As I hoped, we've arrived completely undetected.
Just show me where the bad guys are and I'll smash 'em!
I hate agreeing with her, but... I agree.
TRUD
INTRUDERS!
INTRUDERS!
INTRUDERS!
INTRUDERS!
INTRUDERS!
!
OMINOUS SPARKLES
Okay... new plan...

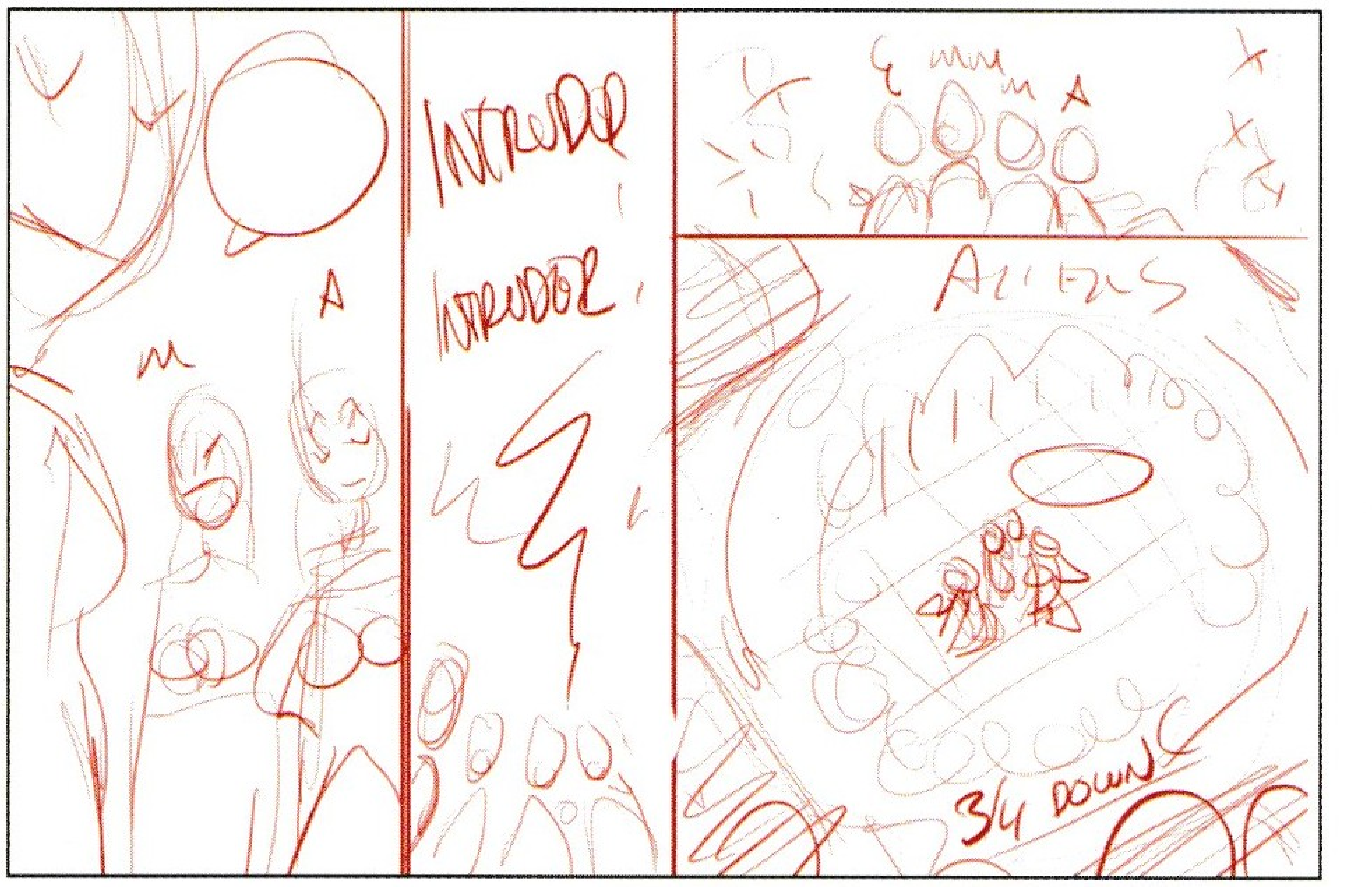
#072: EVERY PLAN WORKS UNTIL EXECUTION

JANUARY 18, 2013

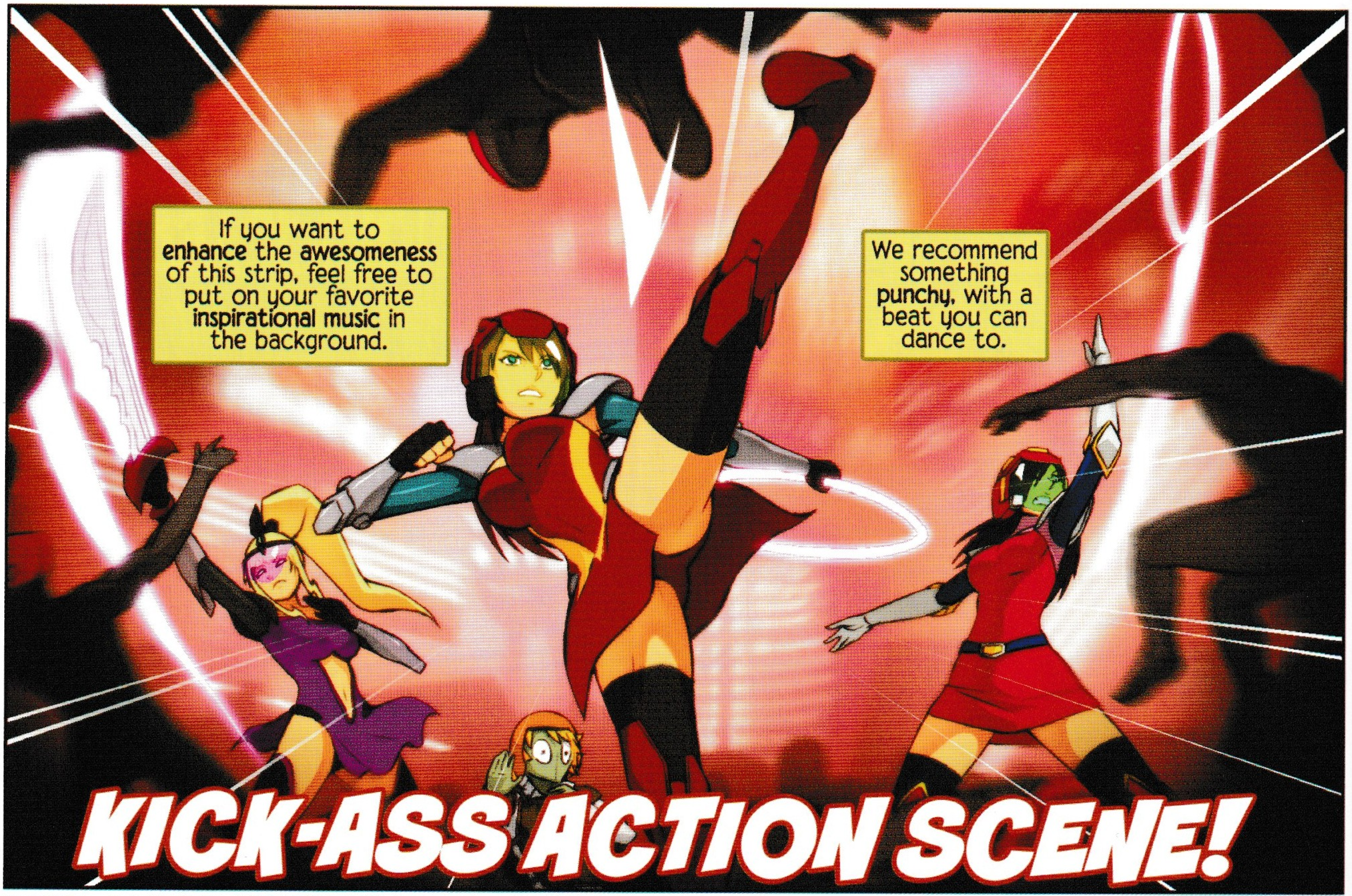
COMMENTS

JIM: The old-school pixel effect for the teleportation is a nice touch.

ERIK: And the epic battle begins!


INTRUDER
INTRUDER
3/4 DOWN

ROUGH LAYOUT


If you want to enhance the awesomeness of this strip, feel free to put on your favorite inspirational music in the background.
We recommend something punchy, with a beat you can dance to.
KICK-ASS ACTION SCENE!

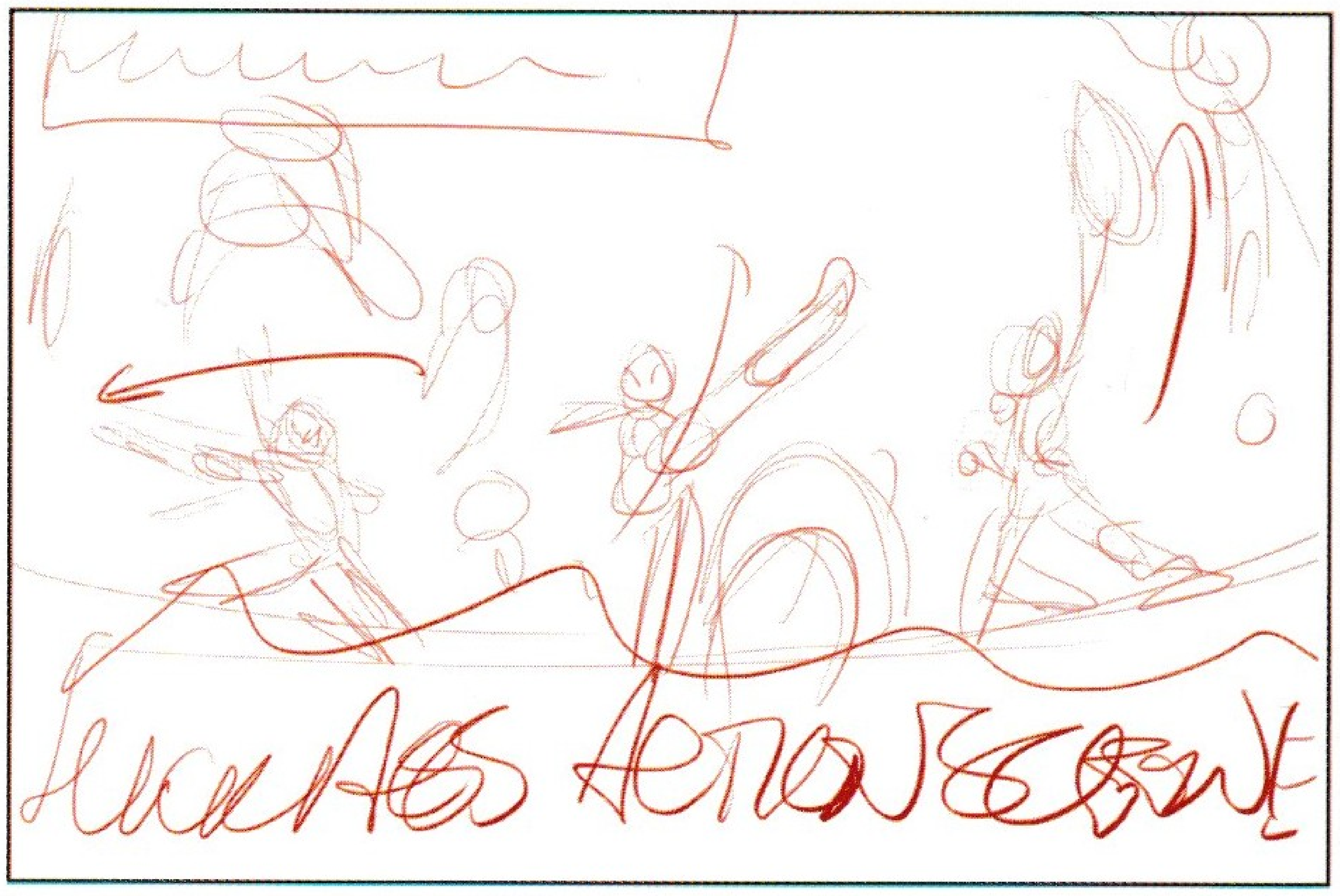
#073: ACTION BARRAGE

JANUARY 23, 2013

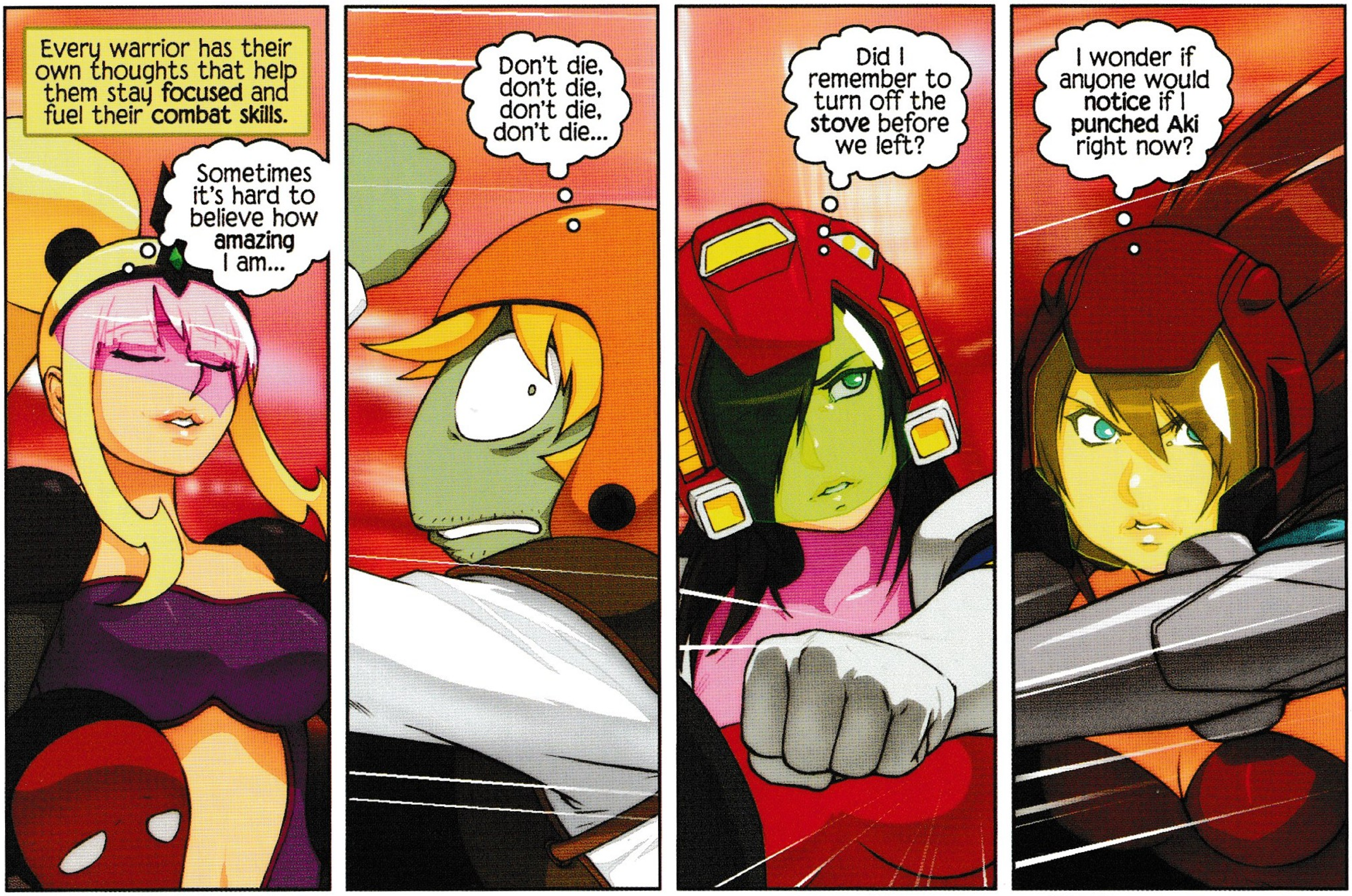
COMMENTS

JIM: Another animation nod here. I would love to see these adventures animated someday.

ERIK: When I visualized the battle, I wanted it to be as epic as the NY battle in *The Avengers*. I showed Omar the scene and I think he got it; I was happy with the end result.


KICK ASS ACTION SCENE

ROUGH LAYOUT


Every warrior has their own thoughts that help them stay focused and fuel their combat skills.
Sometimes it's hard to believe how amazing I am...
Don't die, don't die, don't die, don't die...
Did I remember to turn off the stove before we left?
I wonder if anyone would notice if I punched Aki right now?

#074: BATTLE THOUGHTS

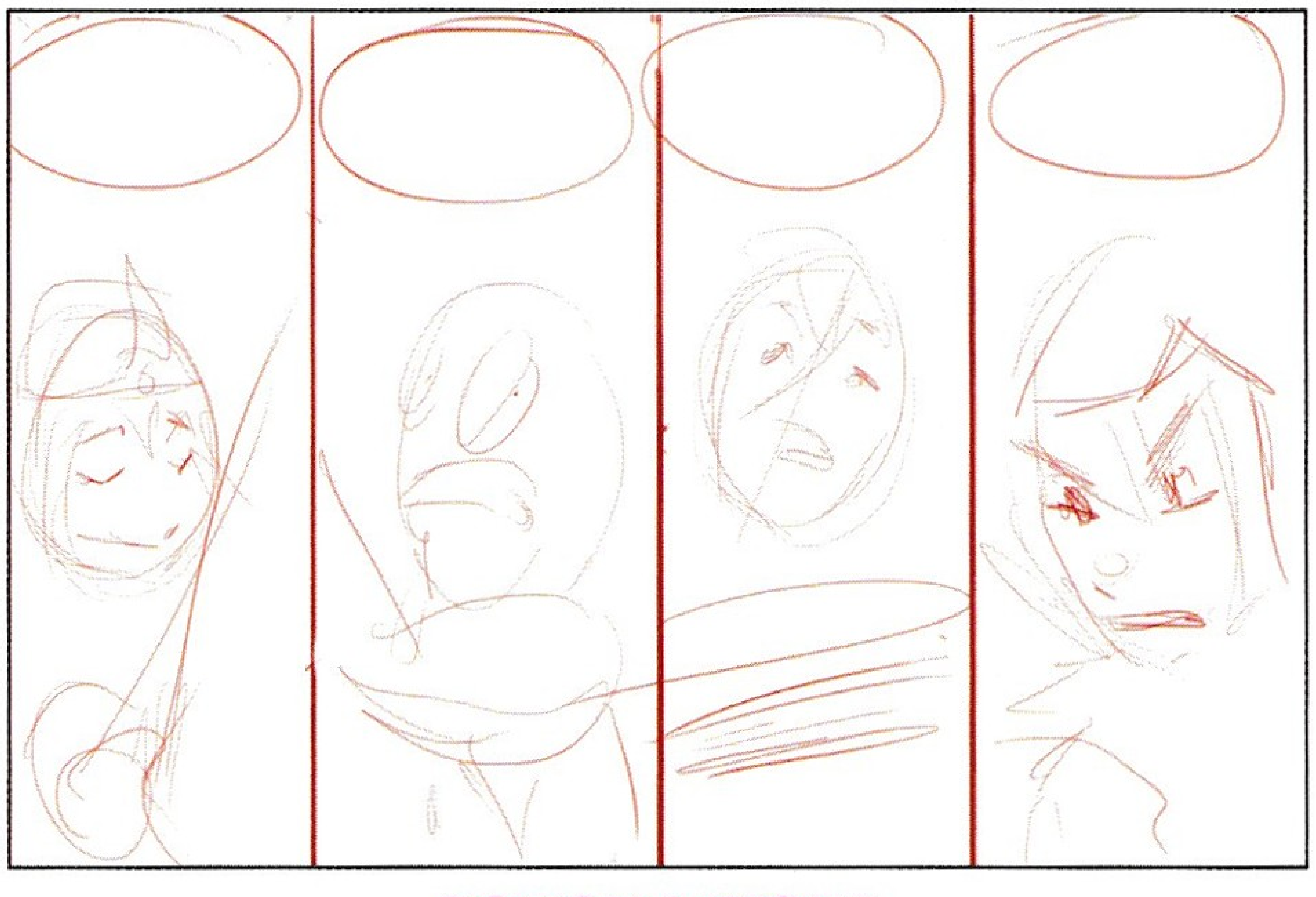
JANUARY 25, 2013

COMMENTS

JIM: Thought balloons don't get used very much in modern comics, but that internal monologue can be really fun to play with.

OMAR: It's all about the expressions.

ERIK: I actually like angry Momoko. These thought bubbles really show us how different every character is.



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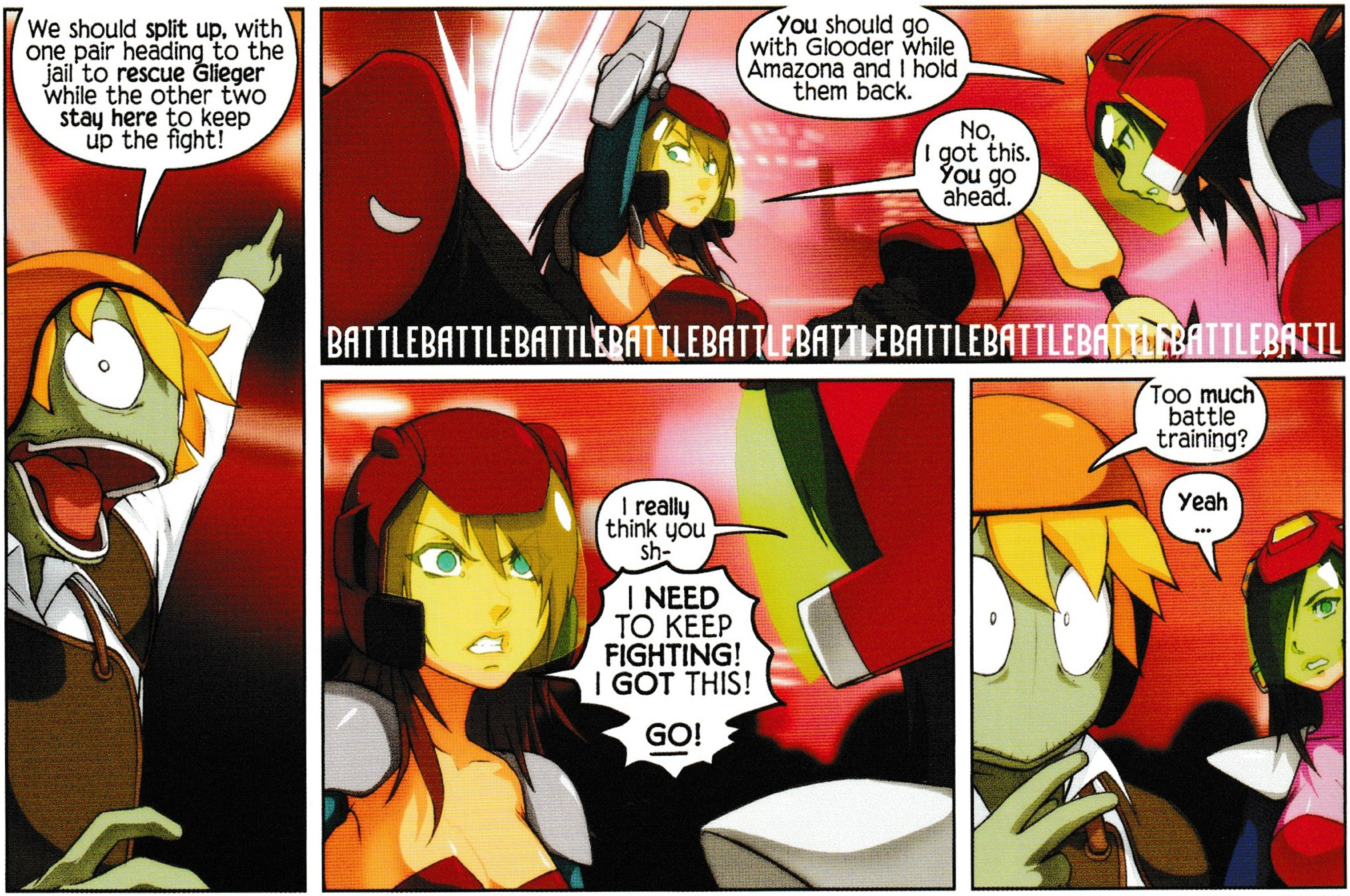

We should **split up**, with one pair heading to the jail to **rescue Glieger** while the other two **stay here** to keep up the fight!
You should go with Glooder while Amazona and I hold them back.
No, I got this. **You** go ahead.
BATTLEBATTLEBATTLEBATTLEBATTLEBATTLEBATTLEBATTLEBATTLEBATTLEBATTL
I **really** think you sh-
I **NEED** TO KEEP **FIGHTING!** I **GOT** THIS!
GO!
Too **much** battle training?
Yeah ...

#075: BATTLE FURY

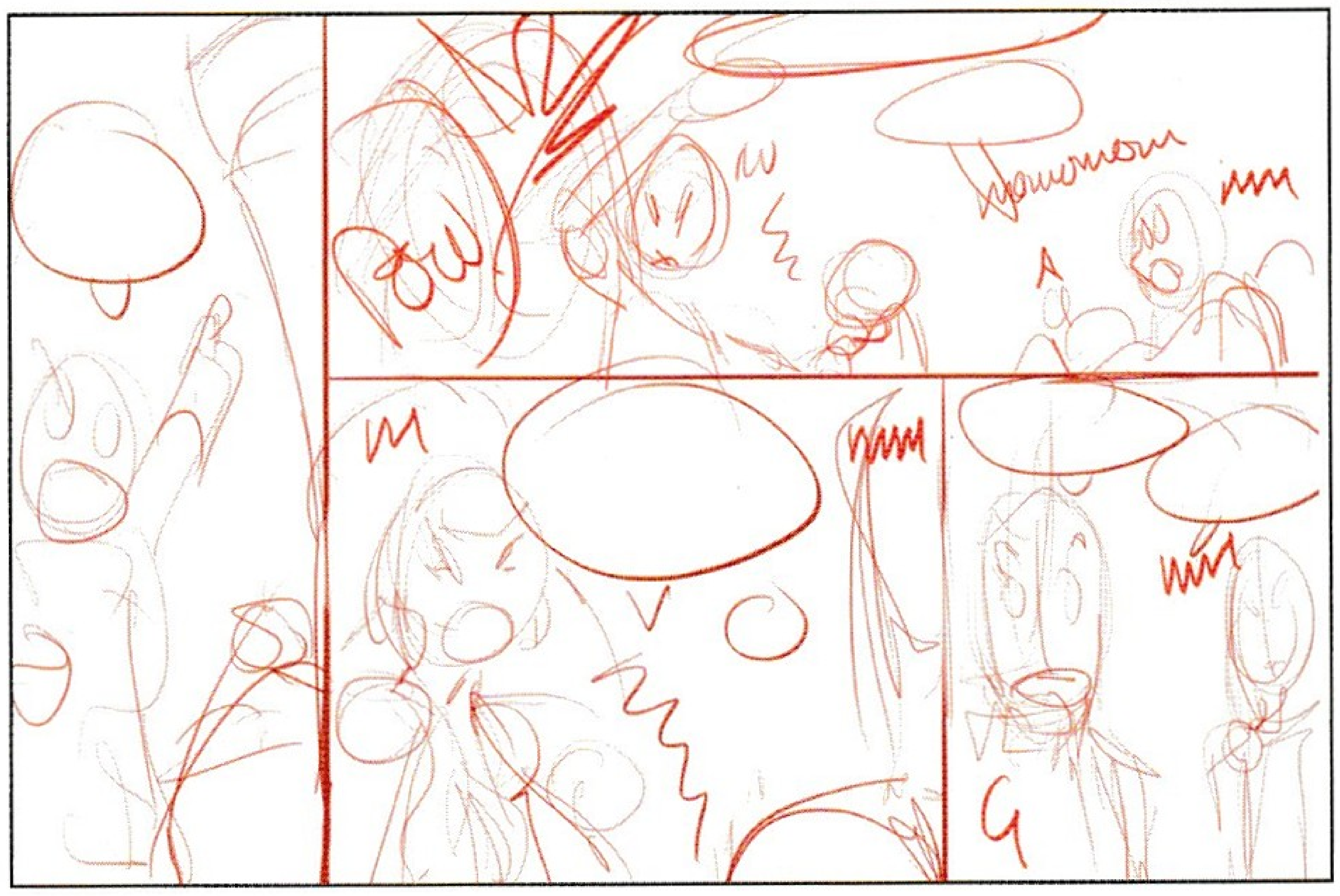
JANUARY 30, 2013

COMMENTS

JIM: Momoko's powersuit is a darker shade of red and that's intentional. I asked Omar to subtly start shifting the color during the training sequence. He did a great job bringing that in without making it too obvious.

OMAR: If I spoke like that to my mom, I wouldn't be here right now.

ERIK: Momoko has turned to the dark side...



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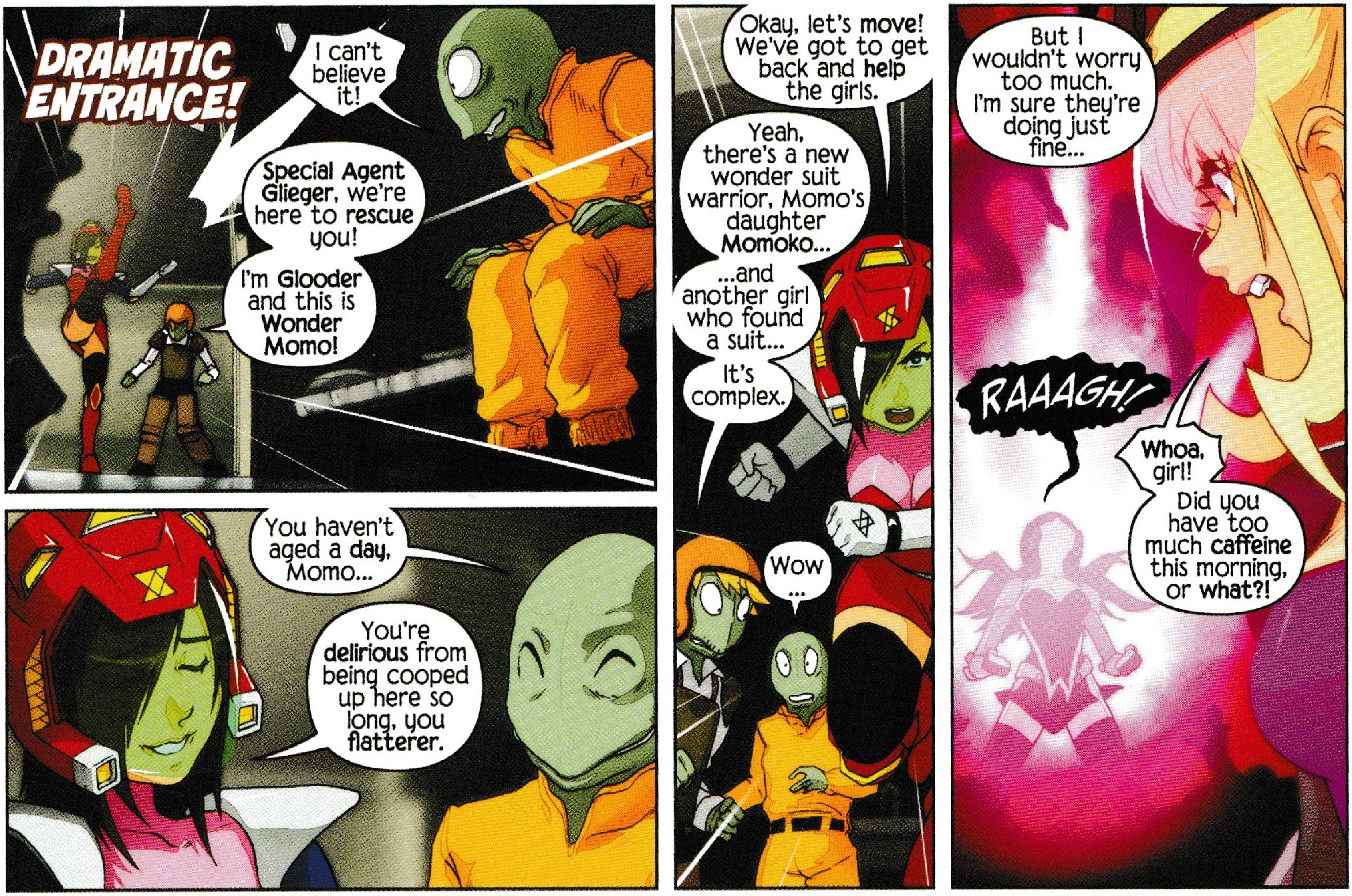

DRAMATIC ENTRANCE!
I can't believe it!
Special Agent Glieger, we're here to rescue you!
I'm Glooder and this is Wonder Momo!
You haven't aged a day, Momo...
You're delirious from being cooped up here so long, you flatterer.
Okay, let's move! We've got to get back and help the girls.
Yeah, there's a new wonder suit warrior, Momo's daughter Momoko...
...and another girl who found a suit...
It's complex.
Wow...
But I wouldn't worry too much. I'm sure they're doing just fine...
RAAAGH!
Whoa, girl!
Did you have too much caffeine this morning, or what?!

#076: MOMO TO THE RESCUE

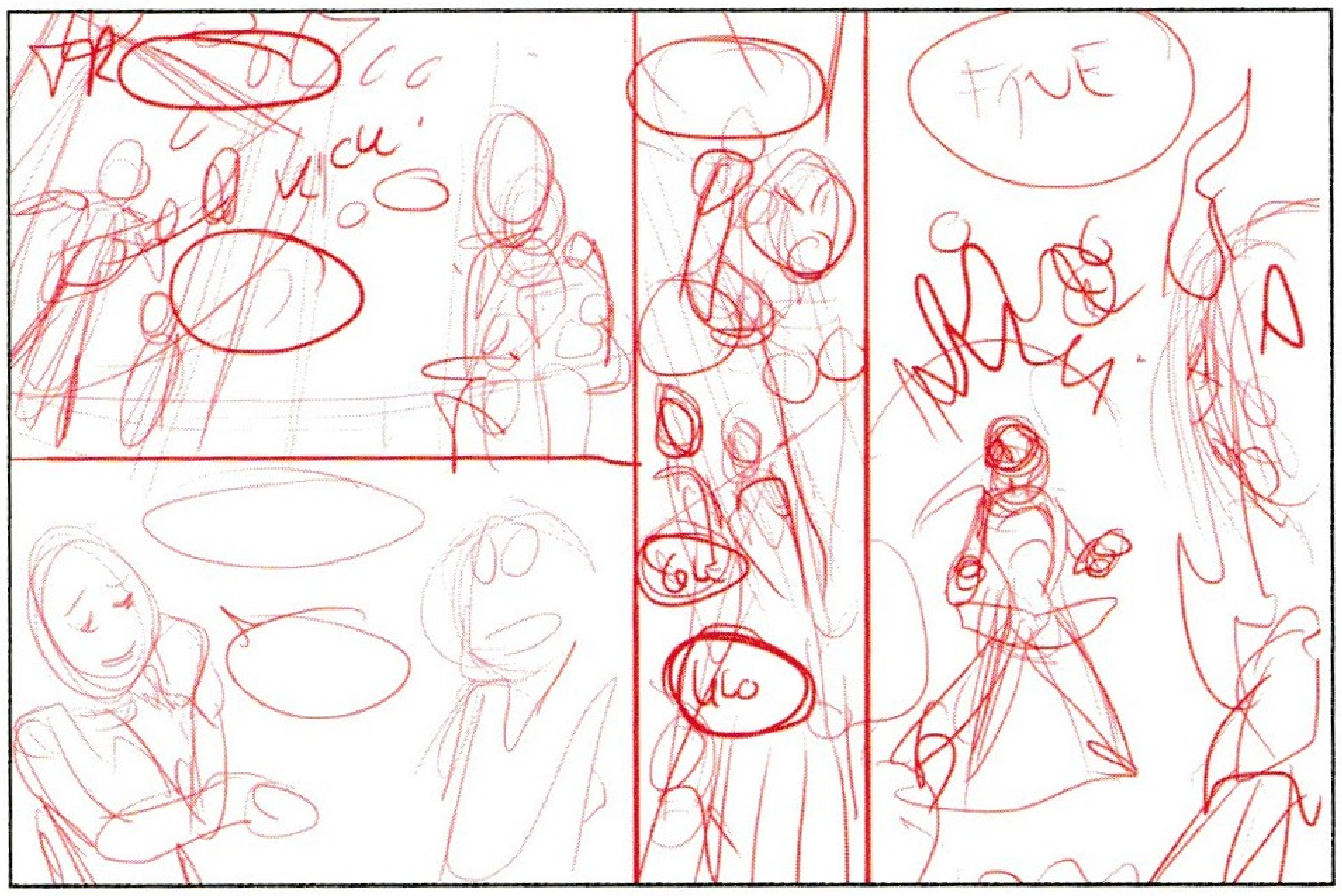
FEBRUARY 01, 2013

COMMENTS

JIM: Three powersuit girls and two aliens. The cast really expands as the story moves along. Also, caffeine can create primal fury as shown here. Believe it.

OMAR: I wish caffeine would have this effect!

ERIK: Me and Omar got a lot of caffeine during our Tim Hortons sessions...



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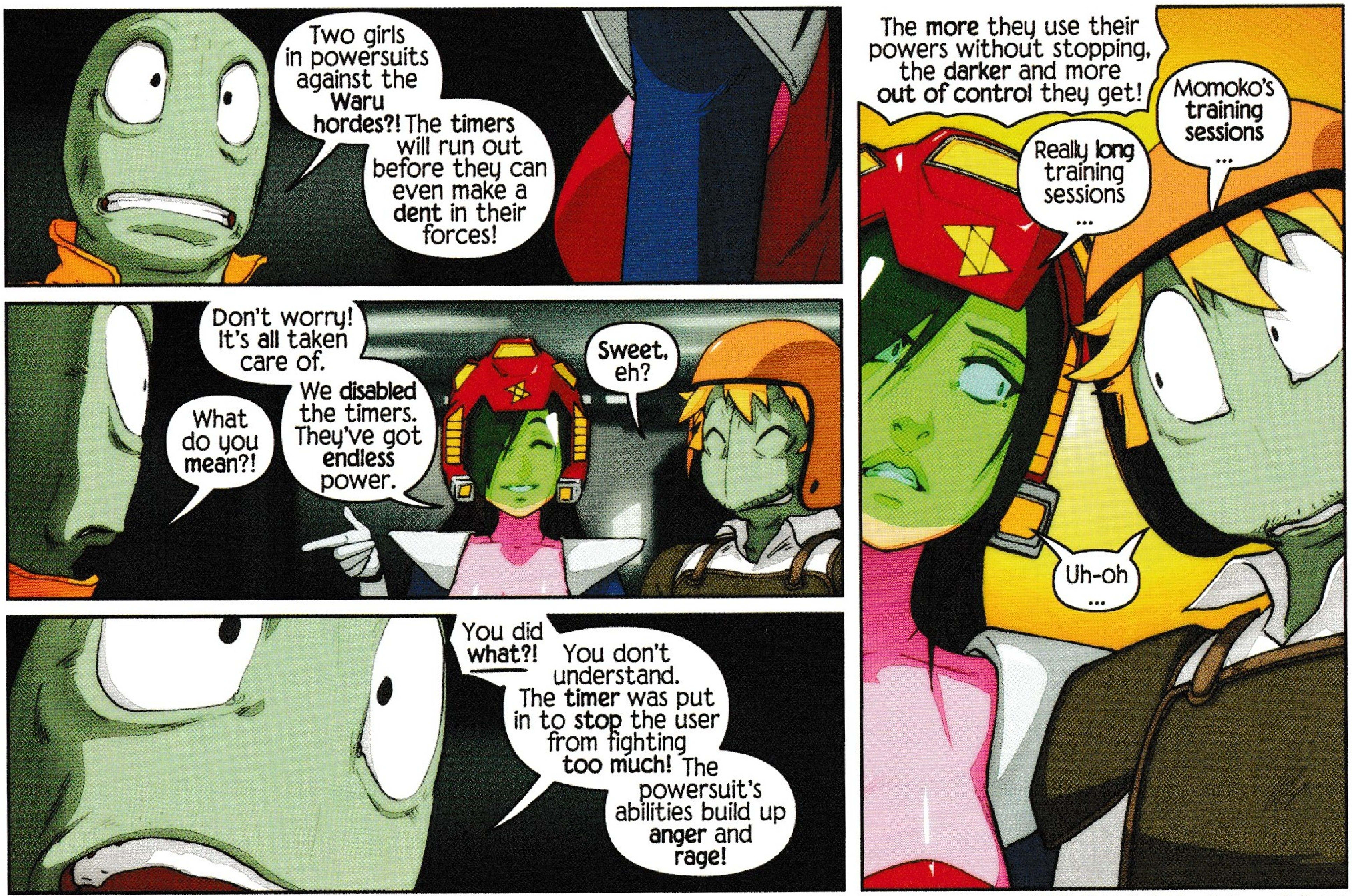

Two girls in powersuits against the Waru hordes?! The timers will run out before they can even make a dent in their forces!
The more they use their powers without stopping, the darker and more out of control they get!
Momoko's training sessions ...
Really long training sessions ...
Don't worry! It's all taken care of.
We disabled the timers. They've got endless power.
What do you mean?!
Sweet, eh?
Uh-oh ...
You did what?!
You don't understand. The timer was put in to stop the user from fighting too much! The powersuit's abilities build up anger and rage!

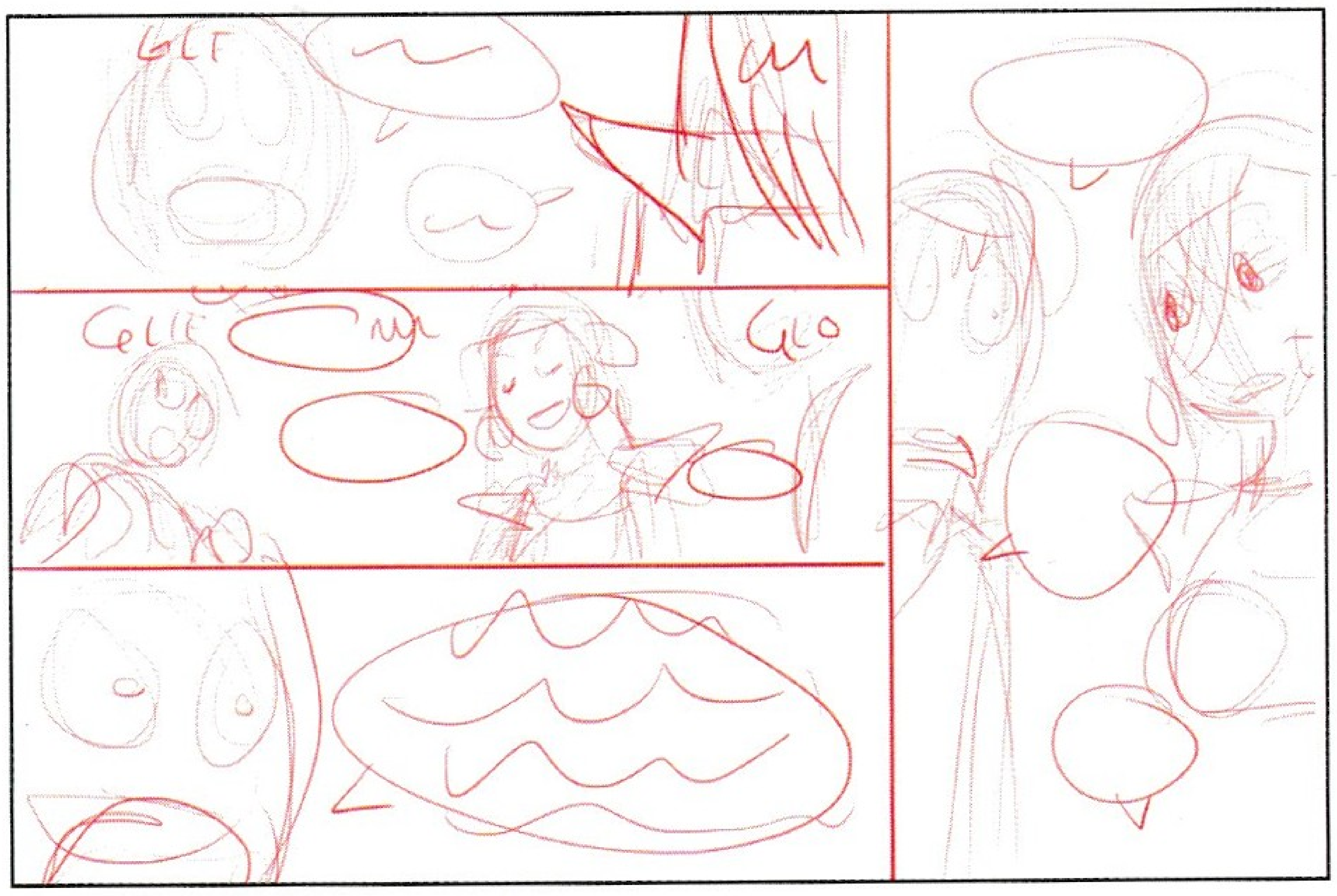
#077: TIME TO RAGE

FEBRUARY 06, 2013

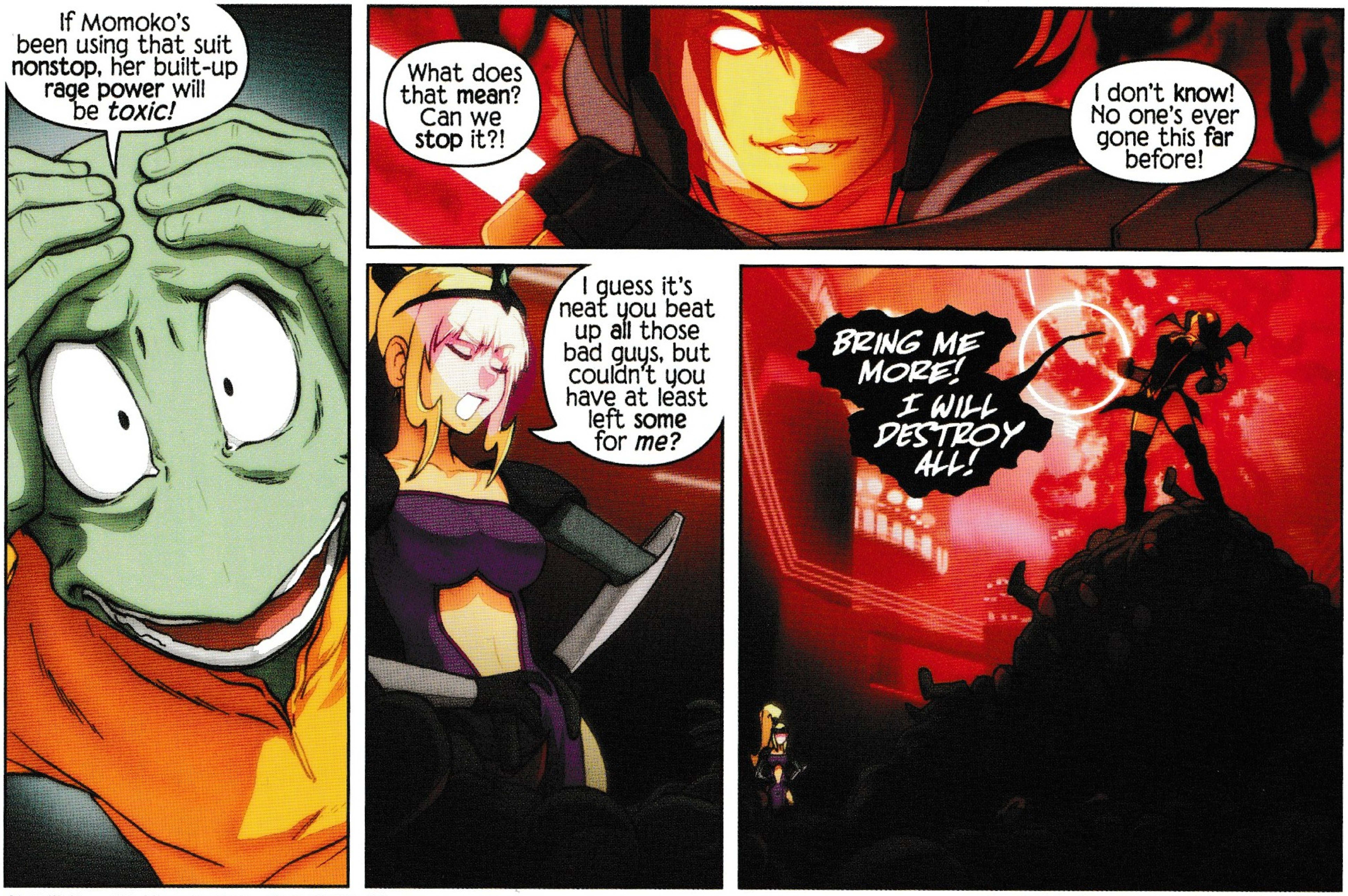
COMMENTS

JIM: Here's the payoff on the suit timers and how they relate to the anger the original Momo felt at the end of her career, while she was fighting all the time. It's a new story element that ties together the game's transformation timer concept with a twist. Really proud of this addition Erik and I came up with.

ERIK: Originally, we just wanted to get rid of the timer, but I also always feel that things are there for a reason. I think we really put the timer element to good use with this whole underlying plot of why it is there in the first place and what happens when it is removed.



ROUGH LAYOUT


If Momoko's been using that suit nonstop, her built-up rage power will be *toxic!*
What does that mean? Can we stop it?!
I don't know! No one's ever gone this far before!
I guess it's neat you beat up all those bad guys, but couldn't you have at least left some for *me?*
BRING ME MORE! I WILL DESTROY ALL!

#078: ENDLESS BATTLE

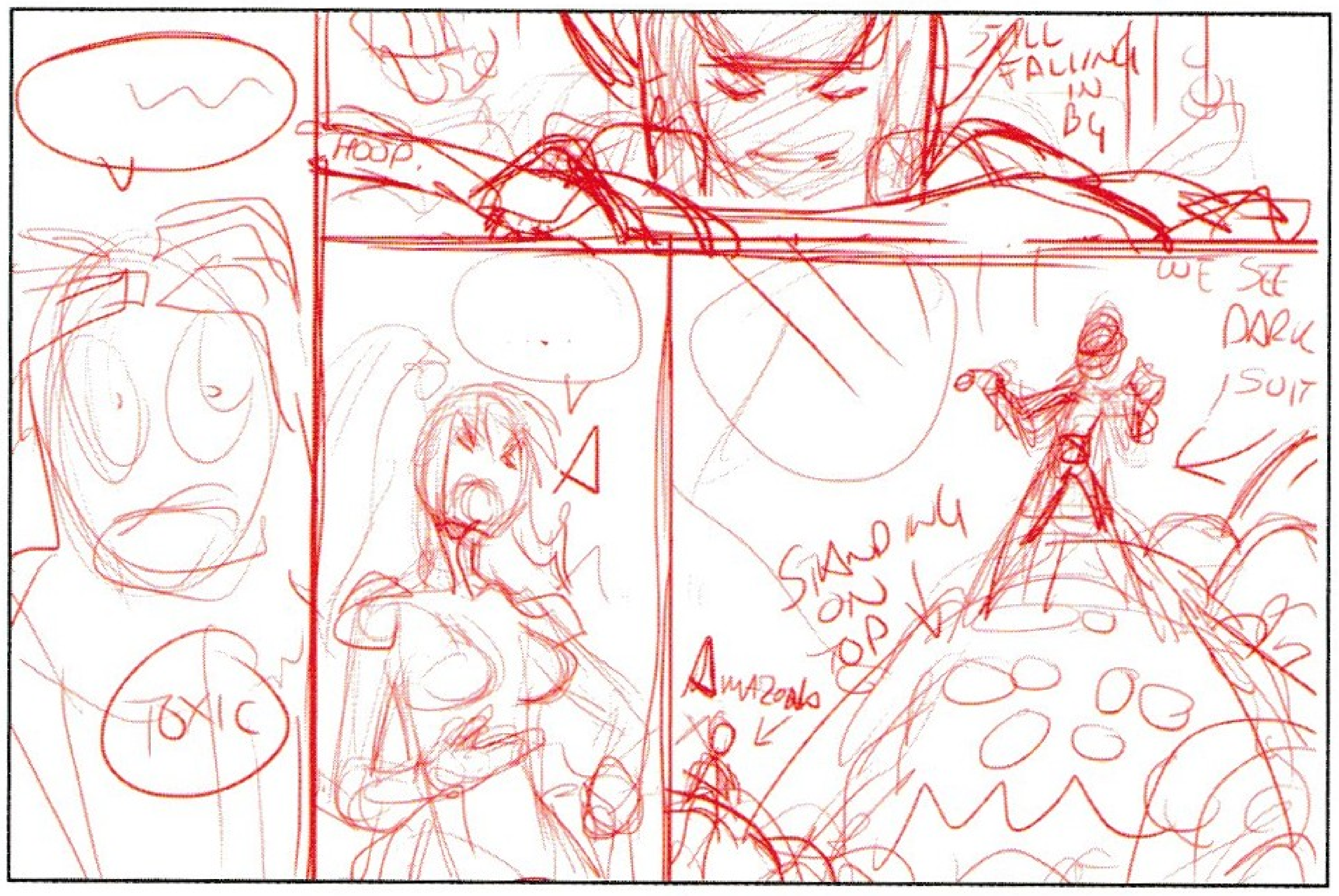
FEBRUARY 08, 2013

COMMENTS

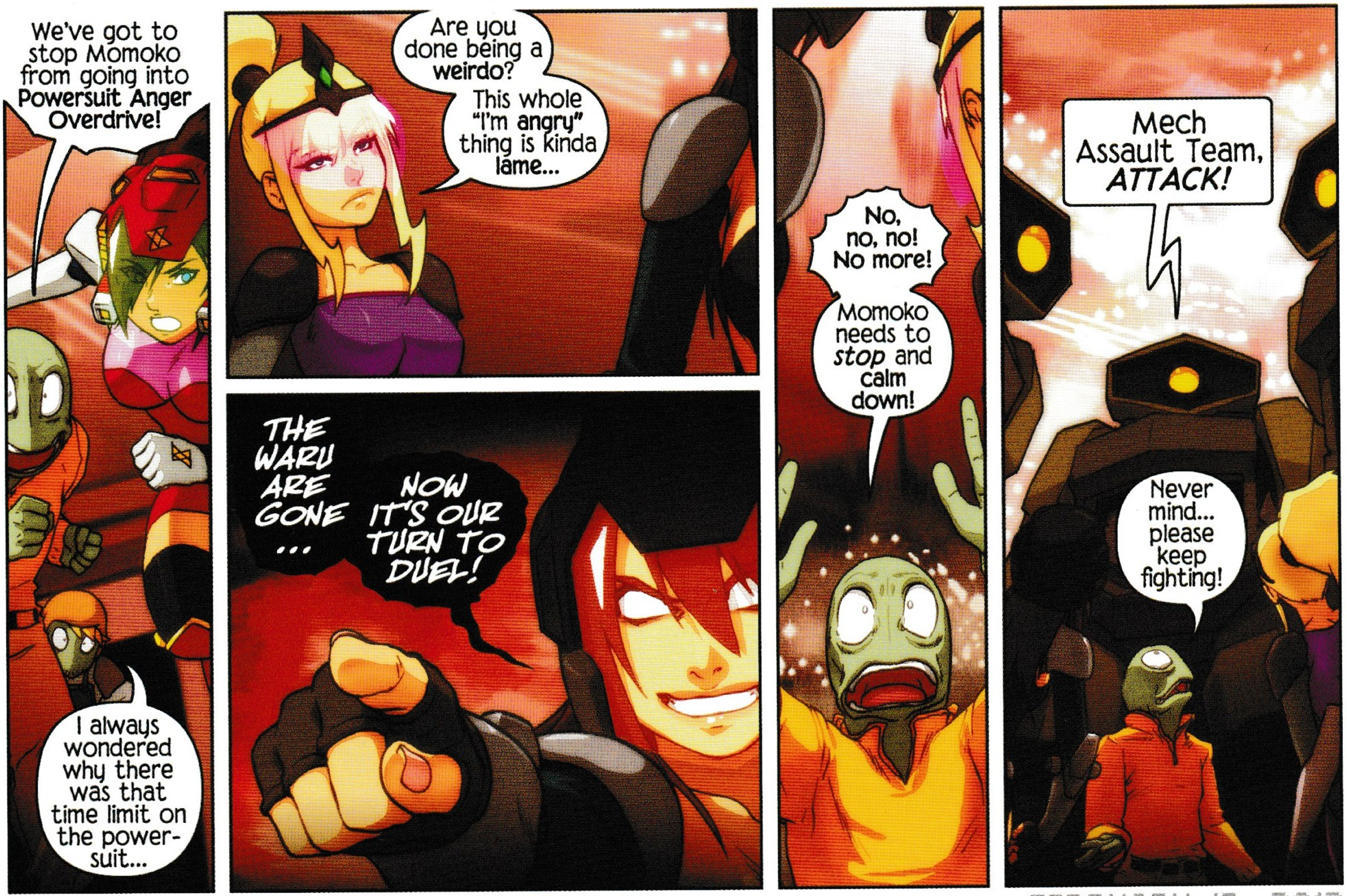
JIM: "Dark Momo," as we nicknamed her, is suitably scary as we come to another cliffhanger.

OMAR: I like this variation of her dress.

ERIK: We treat every block of 26 strips like a season on TV. That was actually how we were commissioned in the first place. So when plotting out the story, we always have a beginning and end for each season, and spread the stuff out in-between. When we know that there is a new season coming, we try to make the "season ender" strip a cliffhanger like you would see on a TV show. But looking back now, I wonder if we needed to do that, since the strips just keep going without a break anyway… haha.


STILL FALLING IN BG
HOOP
WE SEE DARK SUIT
STANDING ON TOP
AMAZONA
TOXIC

ROUGH LAYOUT


We've got to stop Momoko from going into Powersuit Anger Overdrive!
I always wondered why there was that time limit on the power-suit...
Are you done being a weirdo?
This whole "I'm angry" thing is kinda lame...
THE WARU ARE GONE ...
NOW IT'S OUR TURN TO DUEL!
No, no, no! No more!
Momoko needs to stop and calm down!
Mech Assault Team, ATTACK!
Never mind... please keep fighting!

#079: MECHA MOB

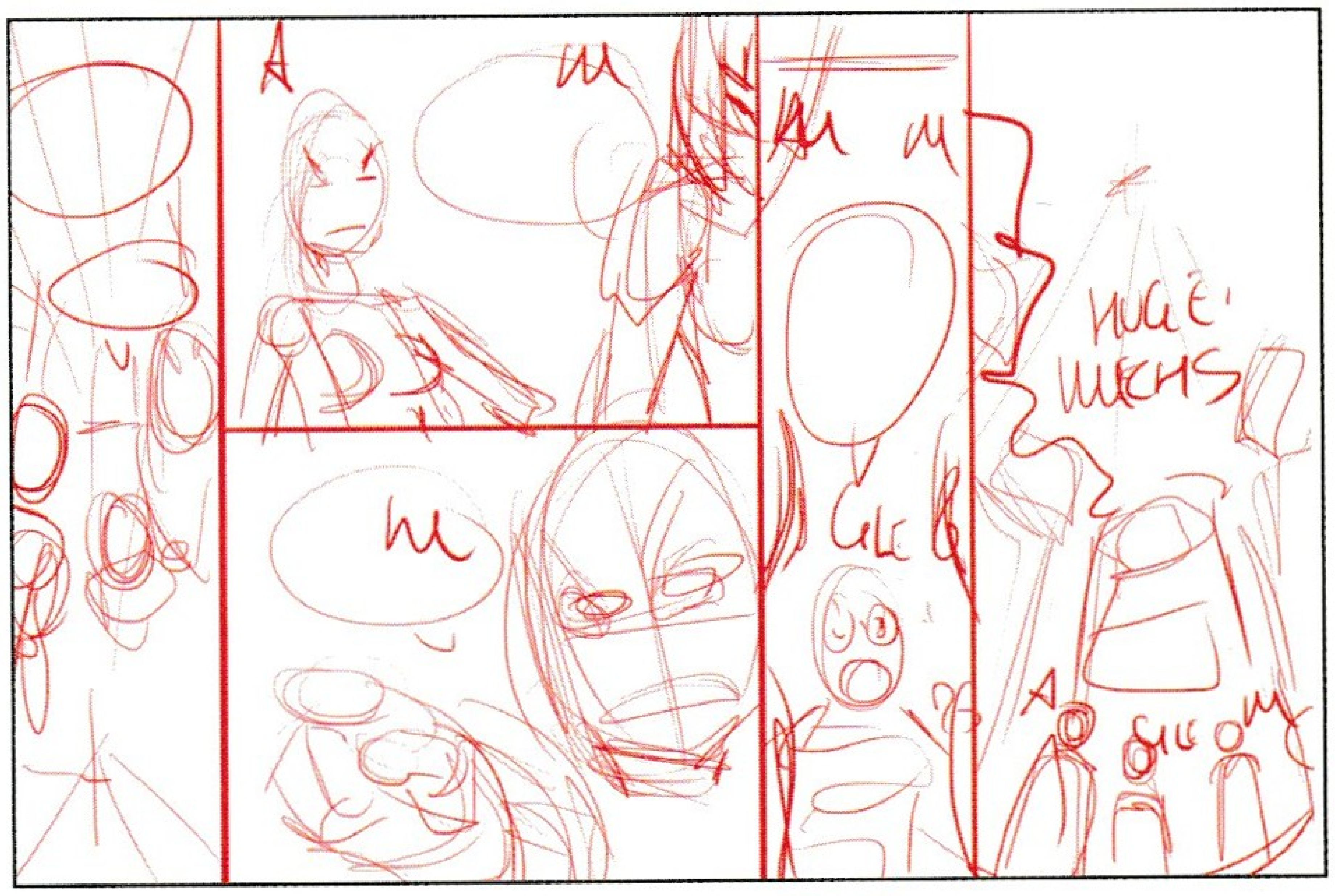
FEBRUARY 13, 2013

COMMENTS

JIM: "Powersuit Anger Overdrive" is a pretty good name for an anime heavy metal band.

OMAR: Momoko calling Aki out in panel three turned out well.

ERIK: We should have made Momoko's nails black in panel three too.



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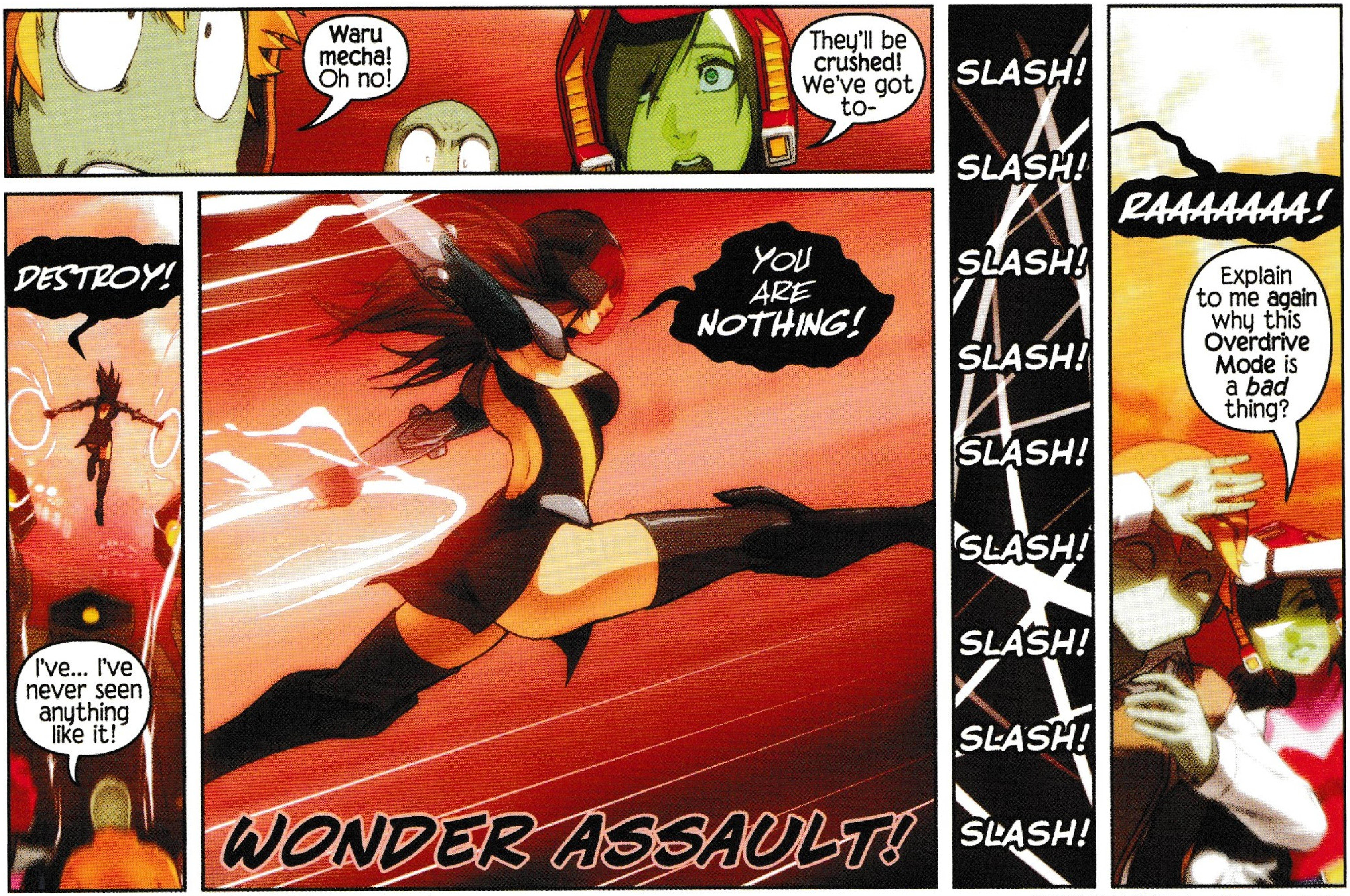

Waru mecha! Oh no!
They'll be crushed! We've got to-
DESTROY!
I've... I've never seen anything like it!
YOU ARE NOTHING!
WONDER ASSAULT!
SLASH!
SLASH!
SLASH!
SLASH!
SLASH!
SLASH!
SLASH!
SLASH!
SLASH!
RAAAAAAA!
Explain to me again why this Overdrive Mode is a bad thing?

#080: ANGER OVERDRIVE

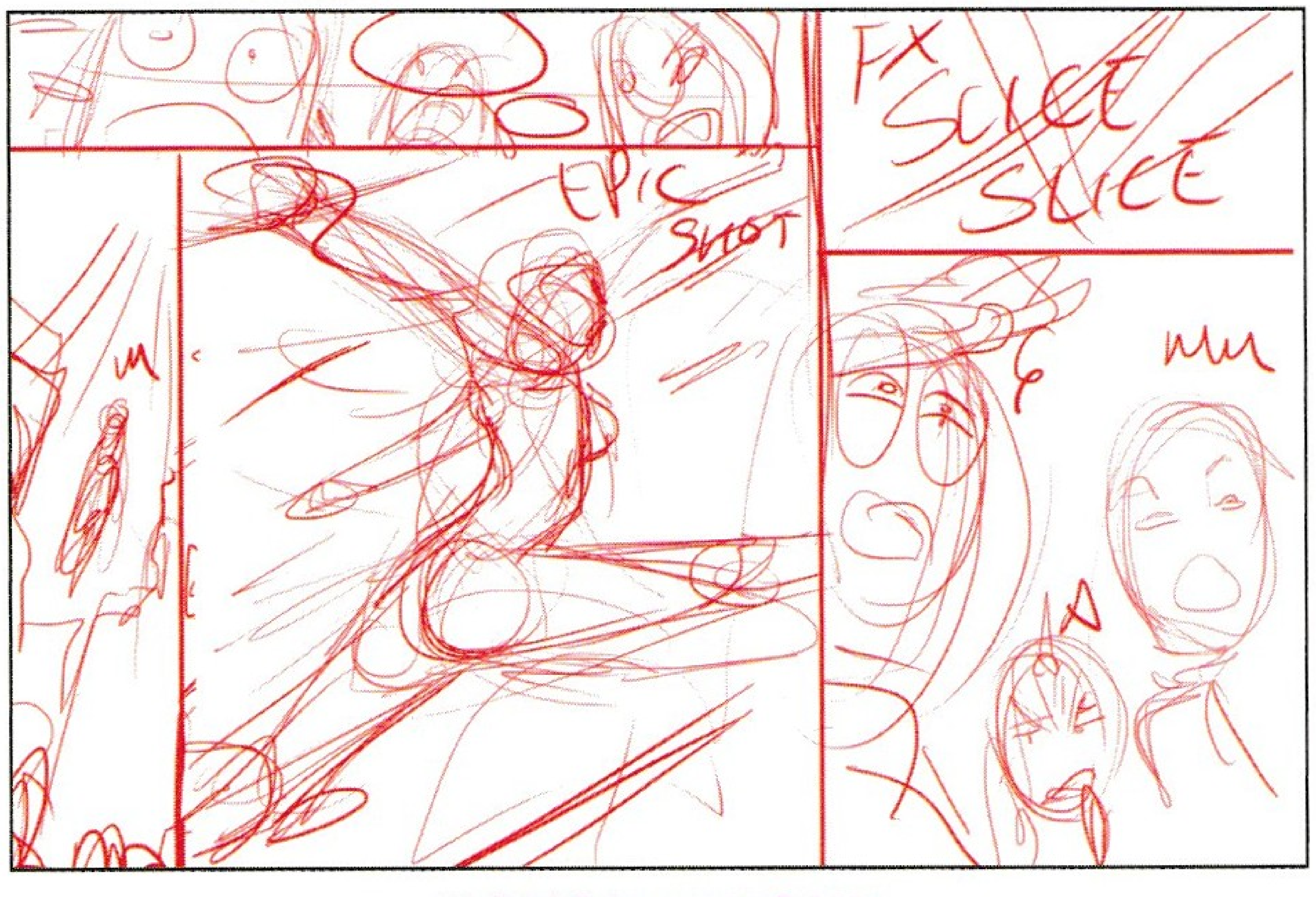
FEBRUARY 15, 2013

COMMENTS

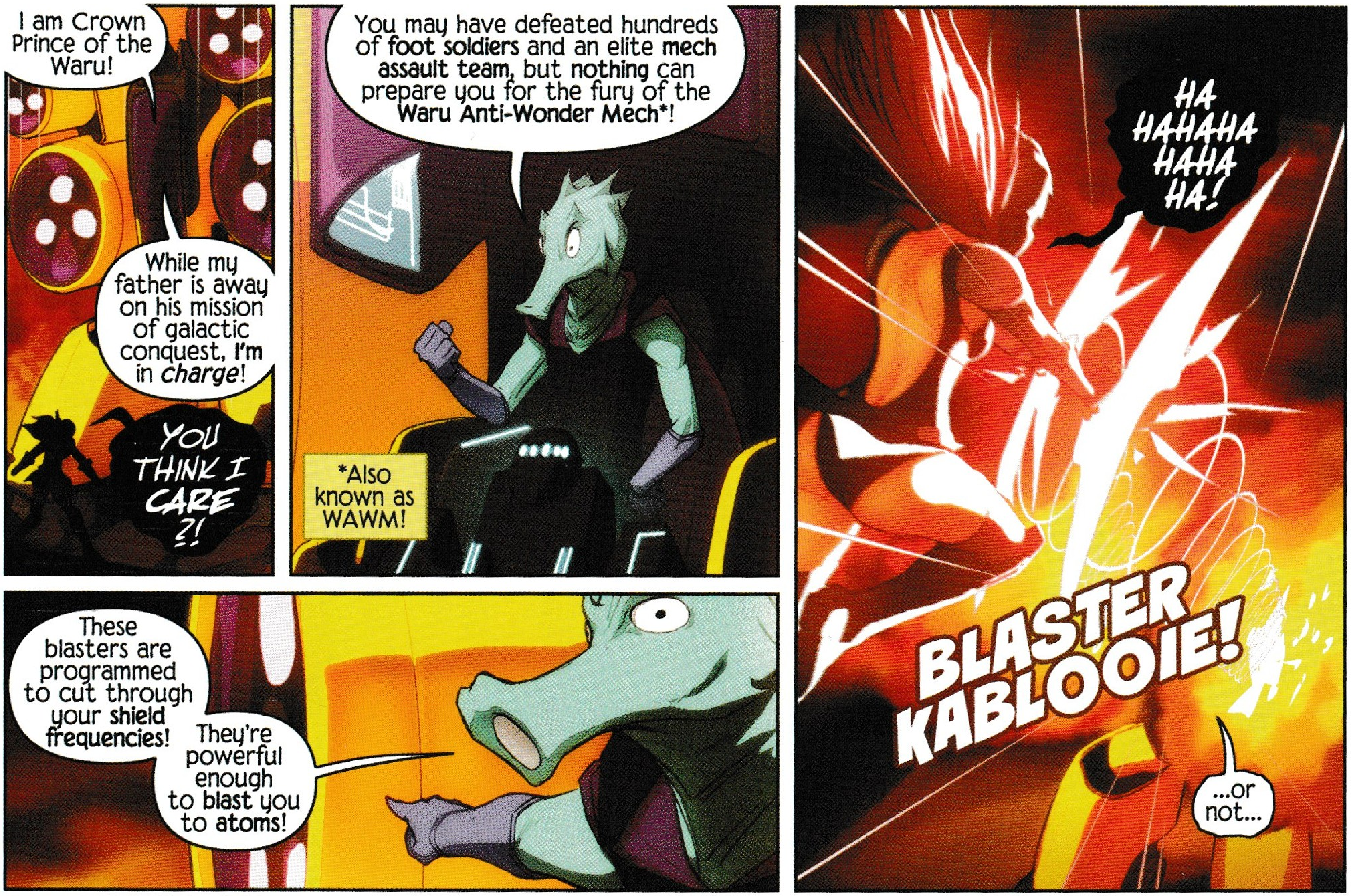
JIM: Never mess with double cosmic hula hoops.

OMAR: The Momoko flying panel is still one of my favorites. It finally felt like I could draw her confidently.

ERIK: The suit is pretty much black at this point. It would be a great variant if we ever make a Wonder Momo action figure.


EPIC SHOT
FX SLICE SLICE SLICE

ROUGH LAYOUT


I am Crown Prince of the Waru!
While my father is away on his mission of galactic conquest, I'm in charge!
YOU THINK I CARE?!
You may have defeated hundreds of foot soldiers and an elite mech assault team, but nothing can prepare you for the fury of the Waru Anti-Wonder Mech*!
*Also known as WAWM!
These blasters are programmed to cut through your shield frequencies!
They're powerful enough to blast you to atoms!
HA HAHAHA HAHA HA!
BLASTER KABLOOIE!
...or not...

#081: ROYAL RUMBLE

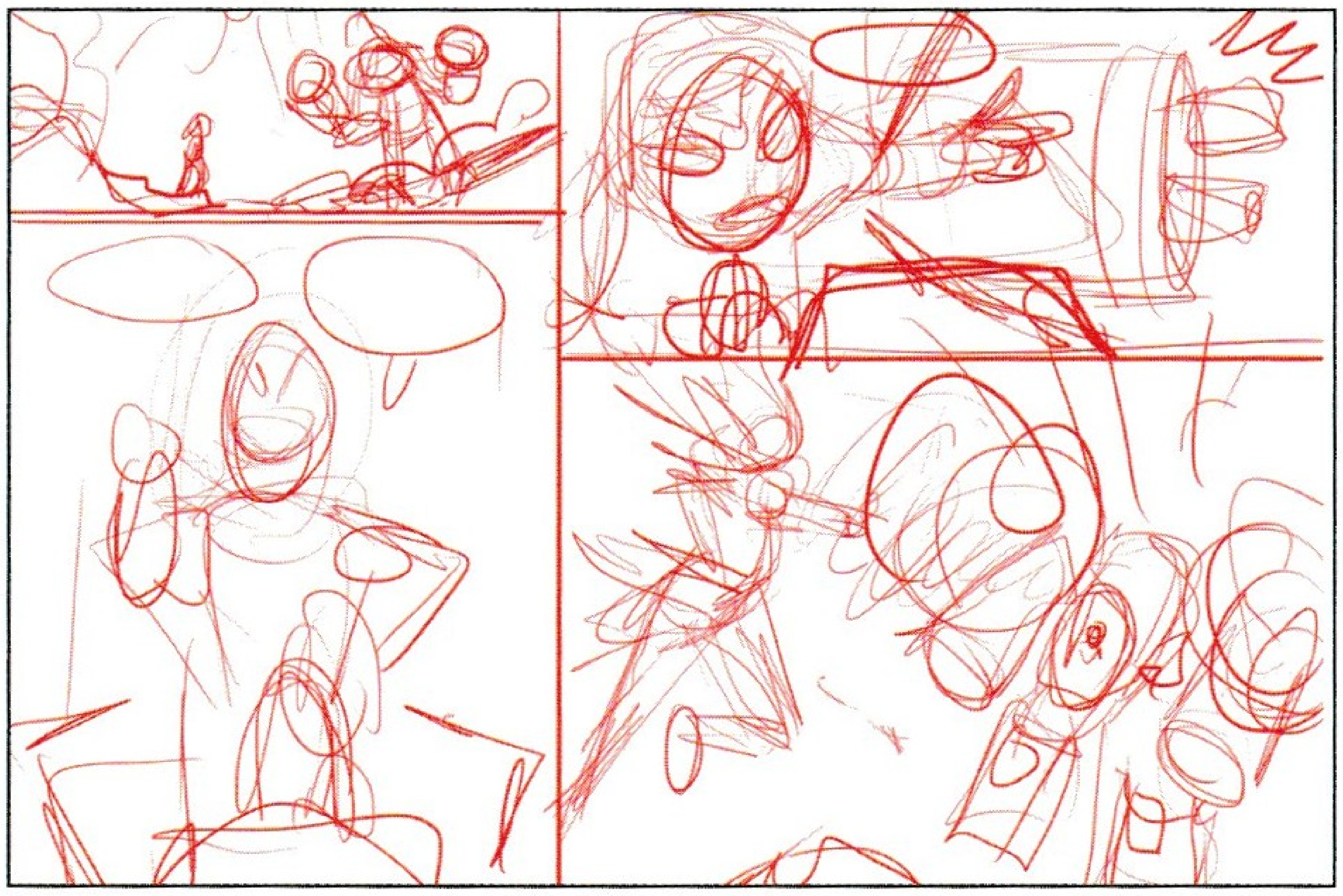
FEBRUARY 20, 2013

COMMENTS

JIM: The Crown Prince of the Waru is suitably useless. I like that his robot doesn't even last for one strip.

OMAR: I don't normally draw aliens at all.

ERIK: That W.A.W.M. is gone in a WHAM!



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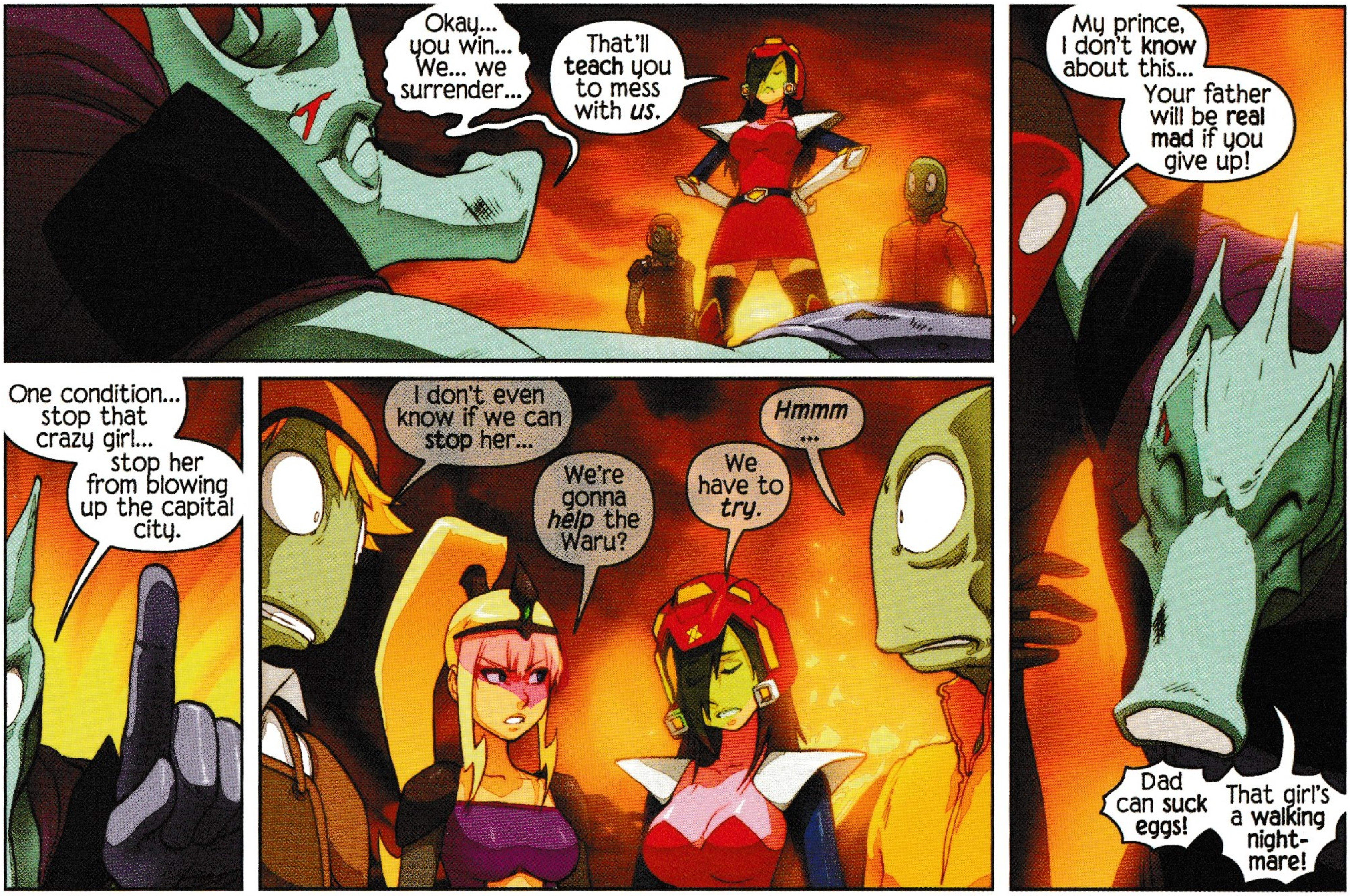

Okay... you win... We... we surrender...
That'll teach you to mess with us.
My prince, I don't know about this... Your father will be real mad if you give up!
One condition... stop that crazy girl... stop her from blowing up the capital city.
I don't even know if we can stop her...
We're gonna help the Waru?
We have to try.
Hmmm ...
Dad can suck eggs!
That girl's a walking night-mare!

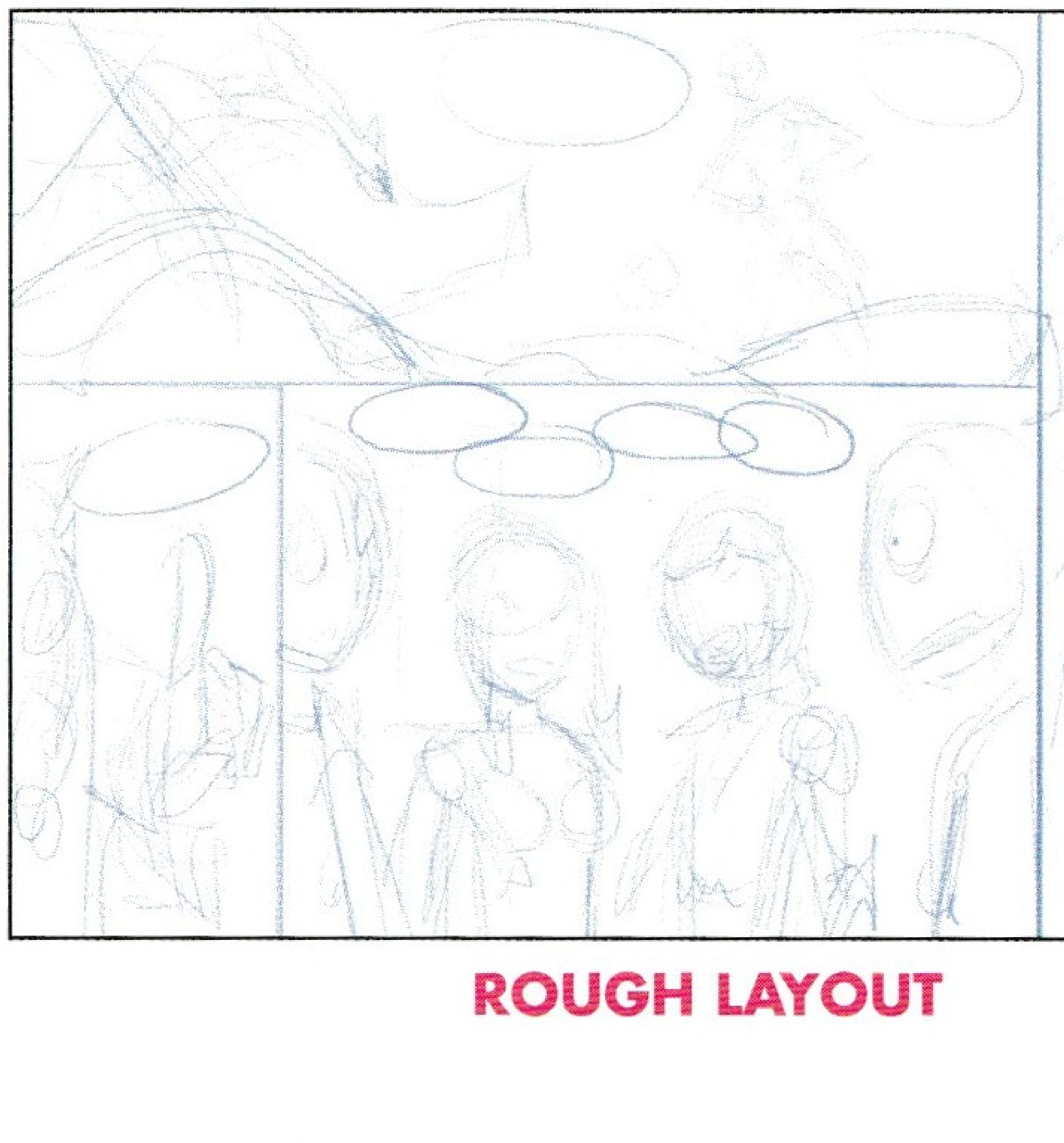
#082: CONDITIONAL SURRENDER

FEBRUARY 22, 2013

COMMENTS

JIM: "Suck eggs" is a weird old idiom from older generations. Don't overthink it, it's funny as-is.

ERIK: What kind of eggs do alien seahorses suck?



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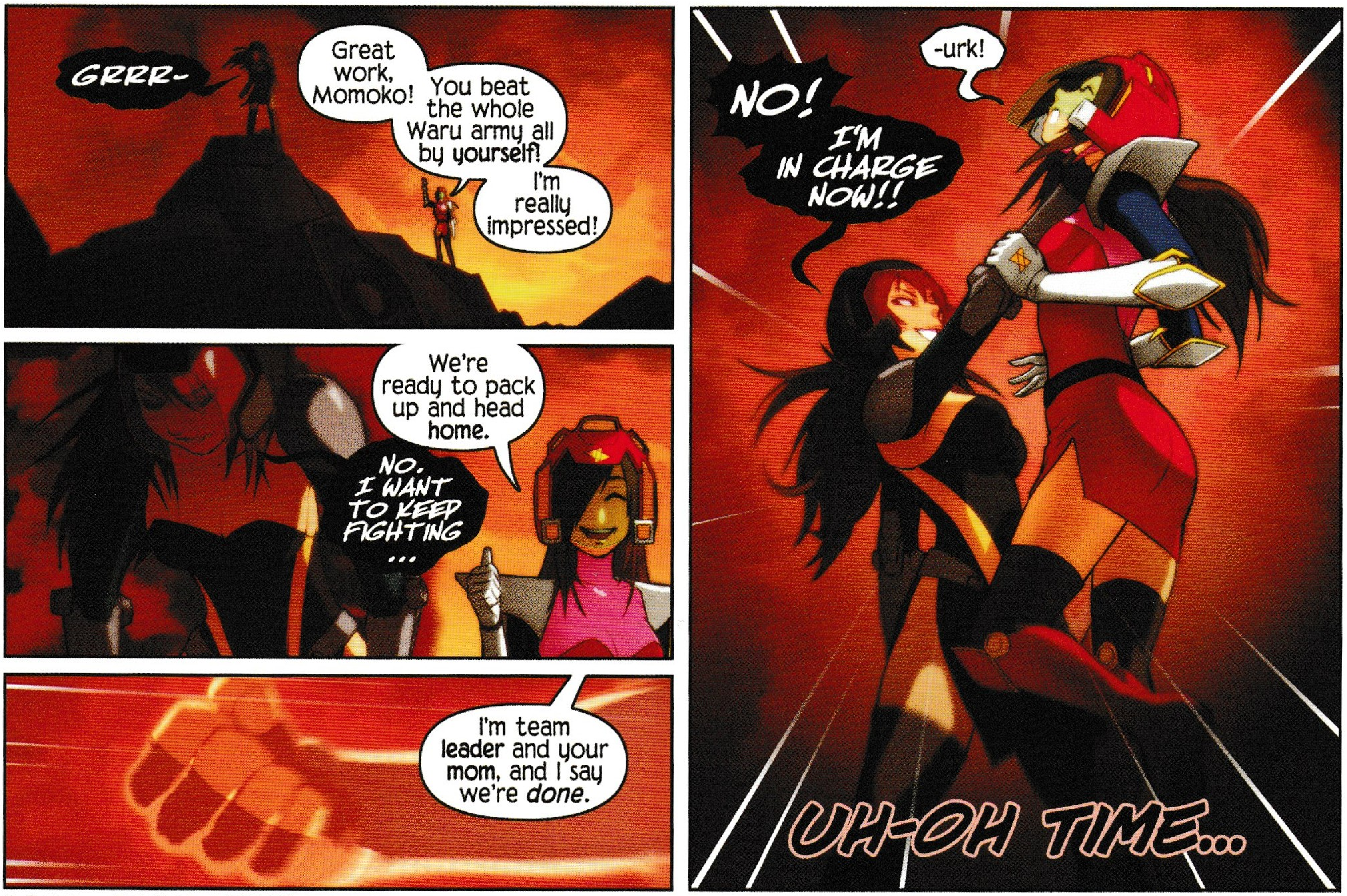

GRRR-
Great work, Momoko! You beat the whole Waru army all by **yourself!**
I'm really impressed!
We're ready to pack up and head **home.**
NO. I WANT TO KEEP FIGHTING...
I'm team **leader** and your **mom,** and I say we're ***done.***
-urk!
NO!
I'M IN CHARGE NOW!!
UH-OH TIME...

#083: DARK MOMO

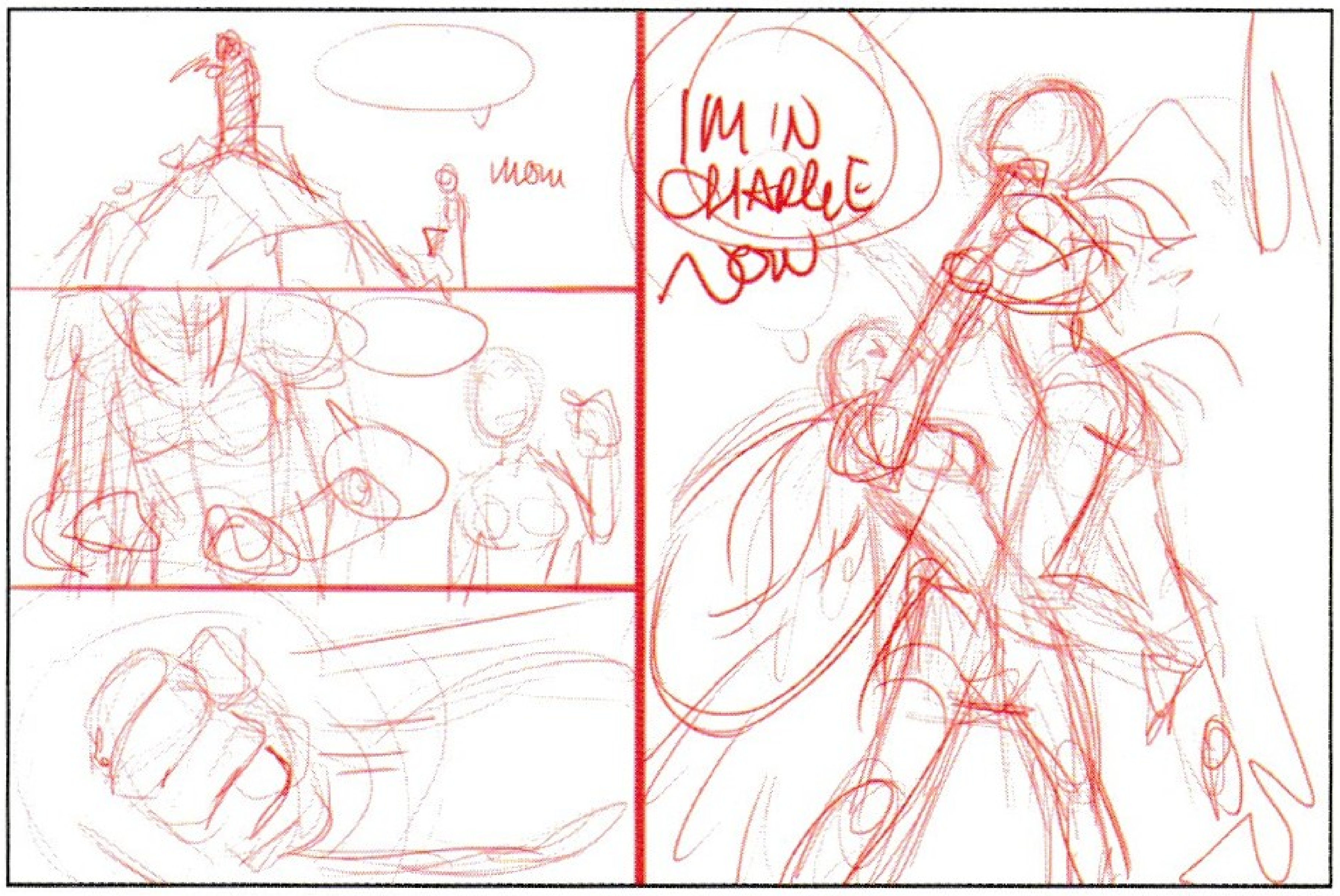
FEBRUARY 27, 2013

COMMENTS

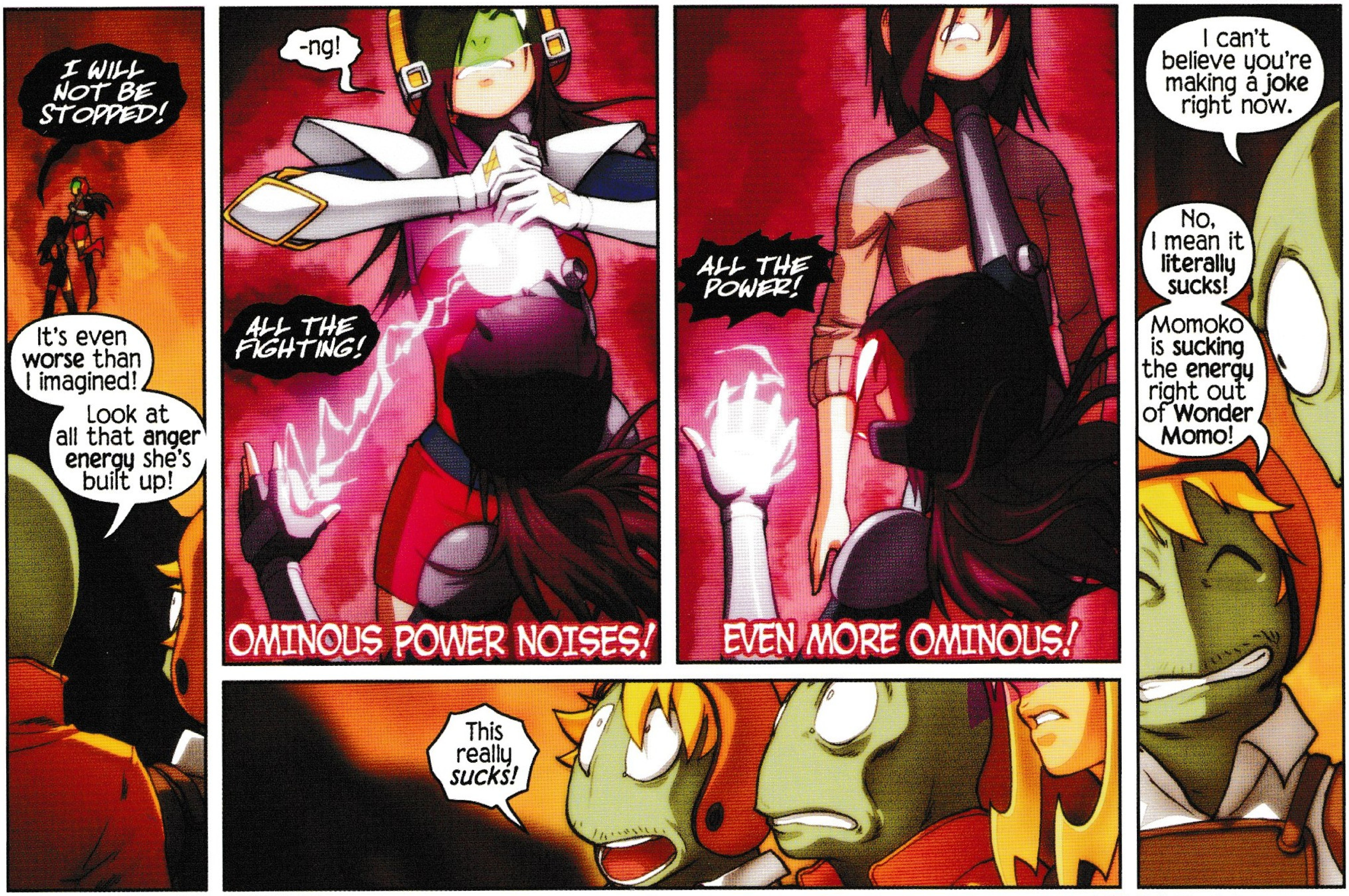
JIM: If you ever see someone talking with white text on a black balloon, it's a pretty safe bet that they're not a nice person.

OMAR: Note: You should never, ever choke your mom.

ERIK: As with any long-term serialization, the potential demise of a main character is a must... and it does seem that there are too many girls in this story...


mom
IM IN CHARGE NOW

ROUGH LAYOUT


I WILL NOT BE STOPPED!
It's even worse than I imagined!
Look at all that anger energy she's built up!
-ng!
ALL THE FIGHTING!
OMINOUS POWER NOISES!
ALL THE POWER!
EVEN MORE OMINOUS!
This really sucks!
I can't believe you're making a joke right now.
No, I mean it literally sucks!
Momoko is sucking the energy right out of Wonder Momo!

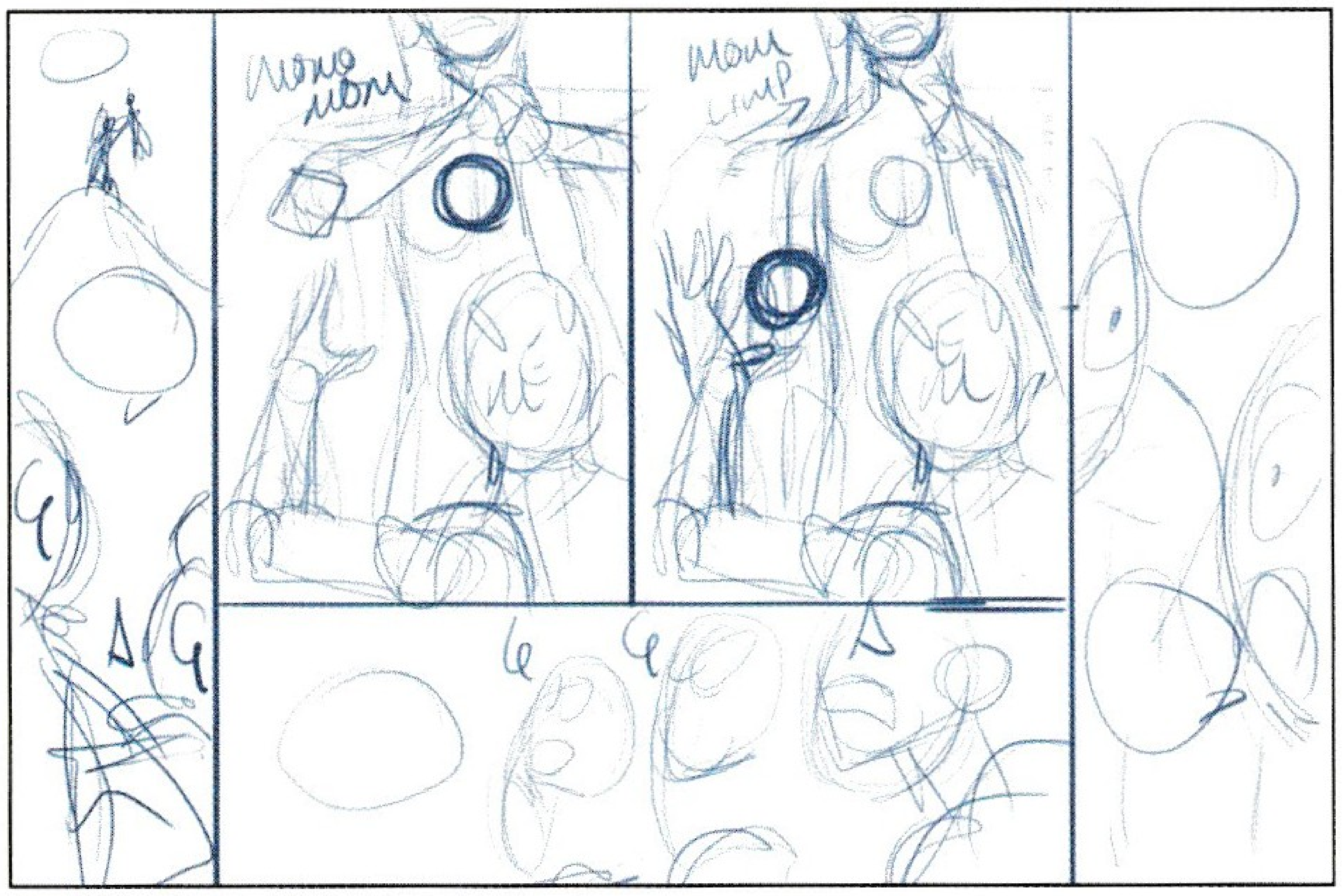
#024: POWER SUCK

MARCH 01, 2013

COMMENTS

JIM: This is the last joke before we tackle darker stuff for a bit.

ERIK: When I told Jim that things needed to get serious, he decided to insert that one last joke in the last panel…



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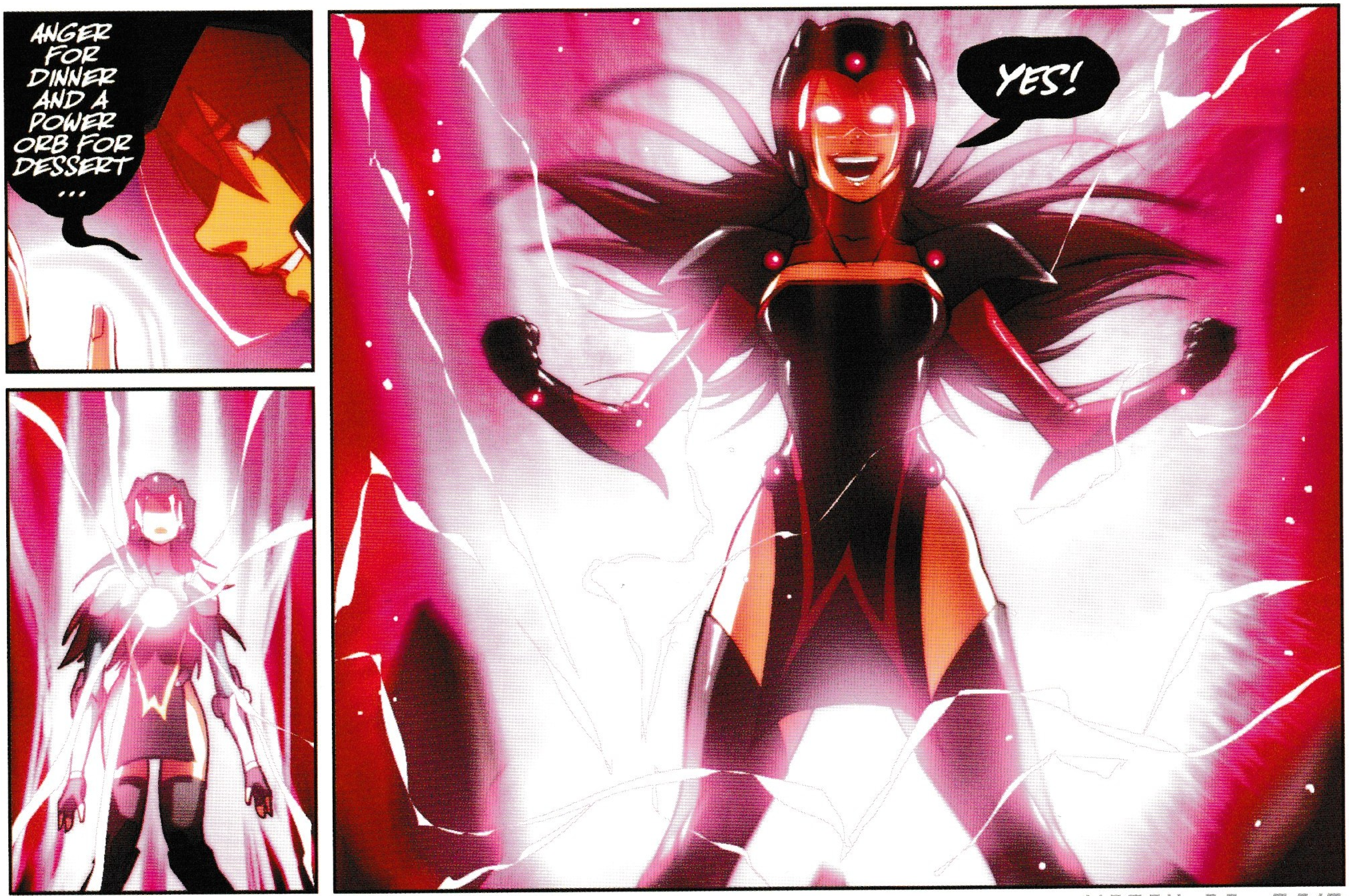

ANGER FOR DINNER AND A POWER ORB FOR DESSERT ...
YES!

#085: EVEN DARKER MOMO

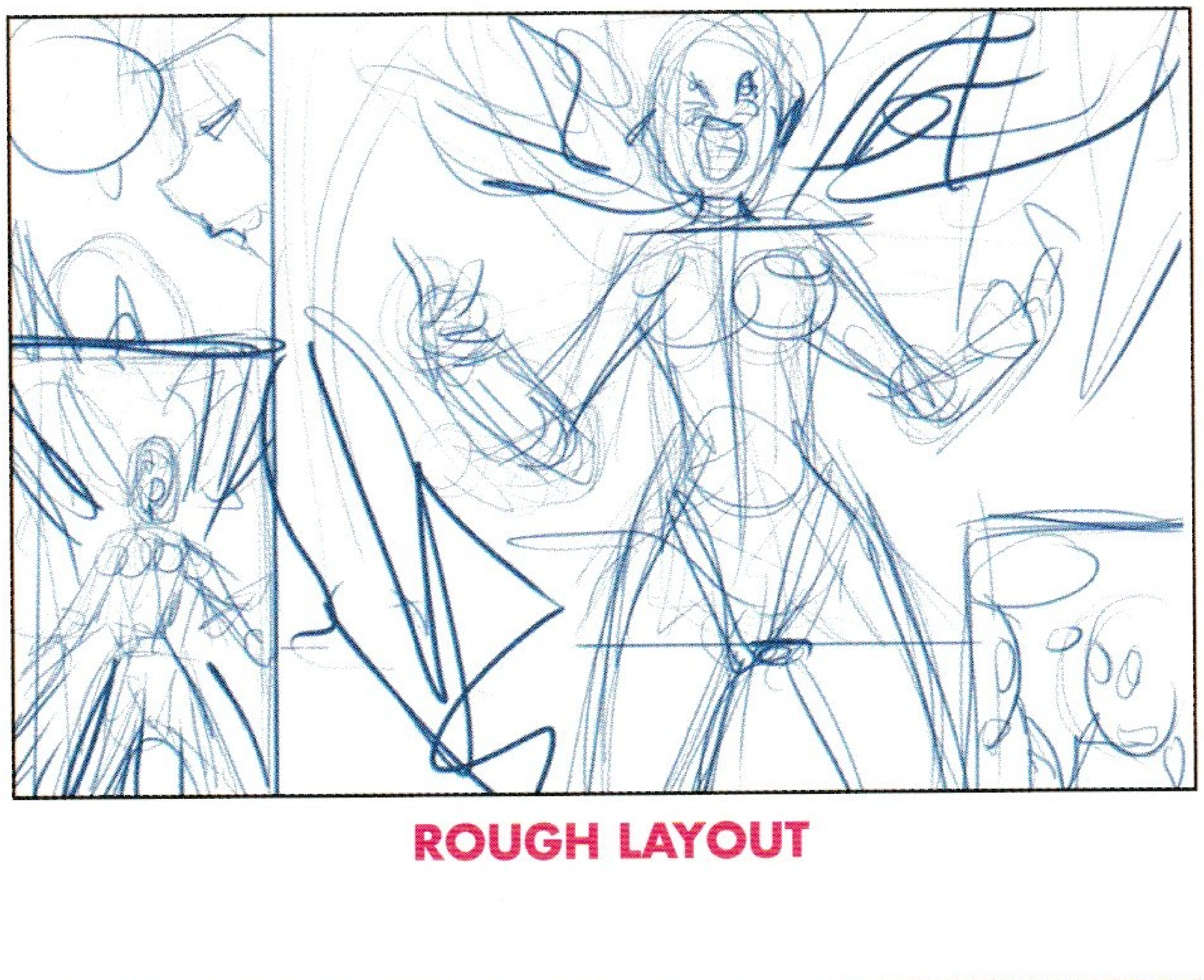
MARCH 06, 2013

COMMENTS

JIM: "Ultra-Dark Momo" or "Darker Momo?" Take your pick.

OMAR: This dress was pretty cool. The transformation came out just right.

ERIK: Dark Turbo Momo Dash?



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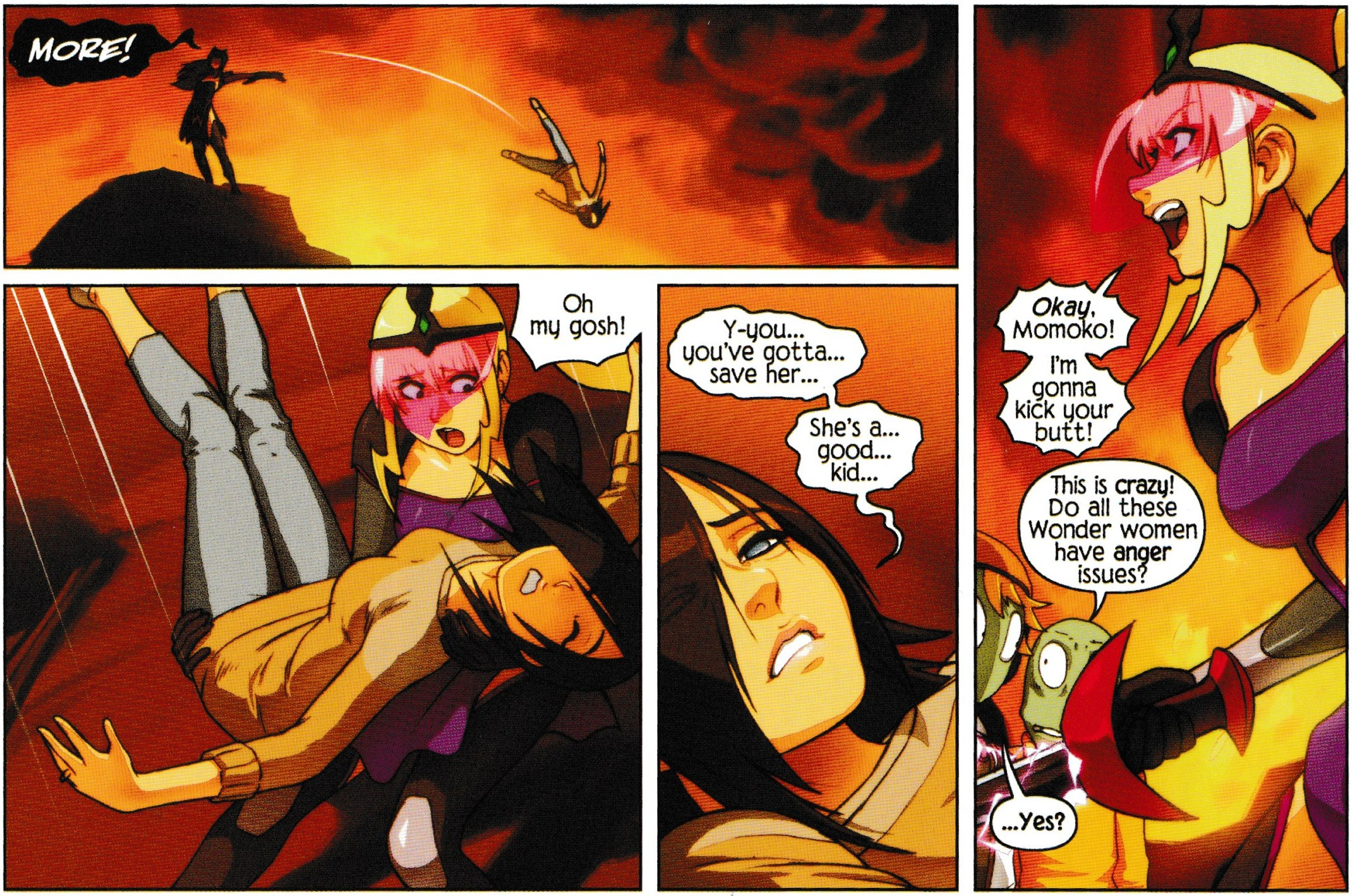

MORE!
Oh my gosh!
Y-you... you've gotta... save her...
She's a... good... kid...
Okay, Momoko! I'm gonna kick your butt!
This is crazy! Do all these Wonder women have anger issues?
...Yes?

#086: AKI TO THE RESCUE

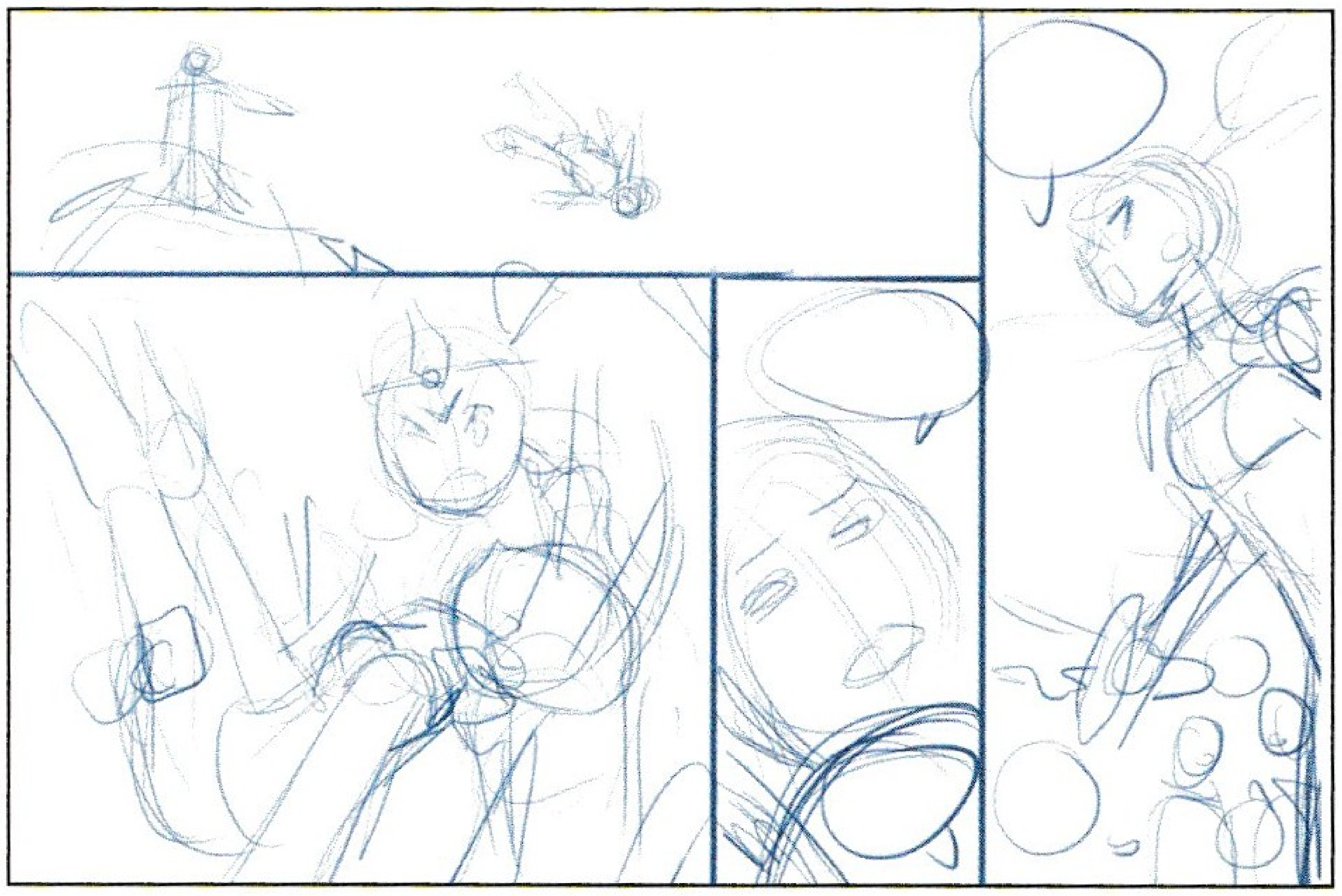
MARCH 08, 2013

COMMENTS

JIM: I kind of like the fact that the threat of the Waru has taken a backseat to this powersuit showdown.

OMAR: Panel one: Toss! Panel four: Glieger sums it up nicely.

ERIK: What are you talking about? The Waru were never really a threat! (laughs)



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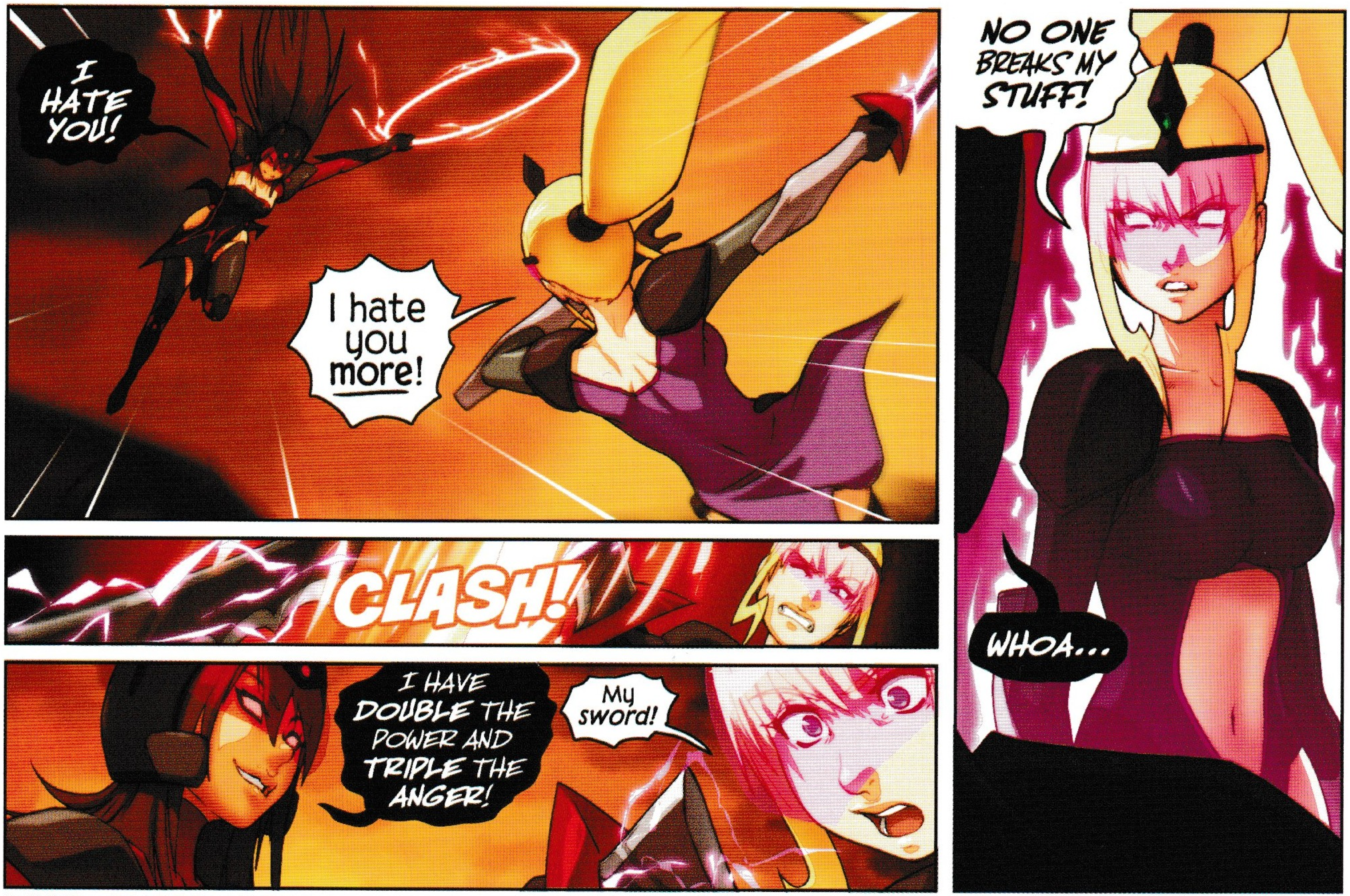

I HATE YOU!
I hate you more!
NO ONE BREAKS MY STUFF!
CLASH!
I HAVE DOUBLE THE POWER AND TRIPLE THE ANGER!
My sword!
WHOA...

#087: ANGER ISSUES

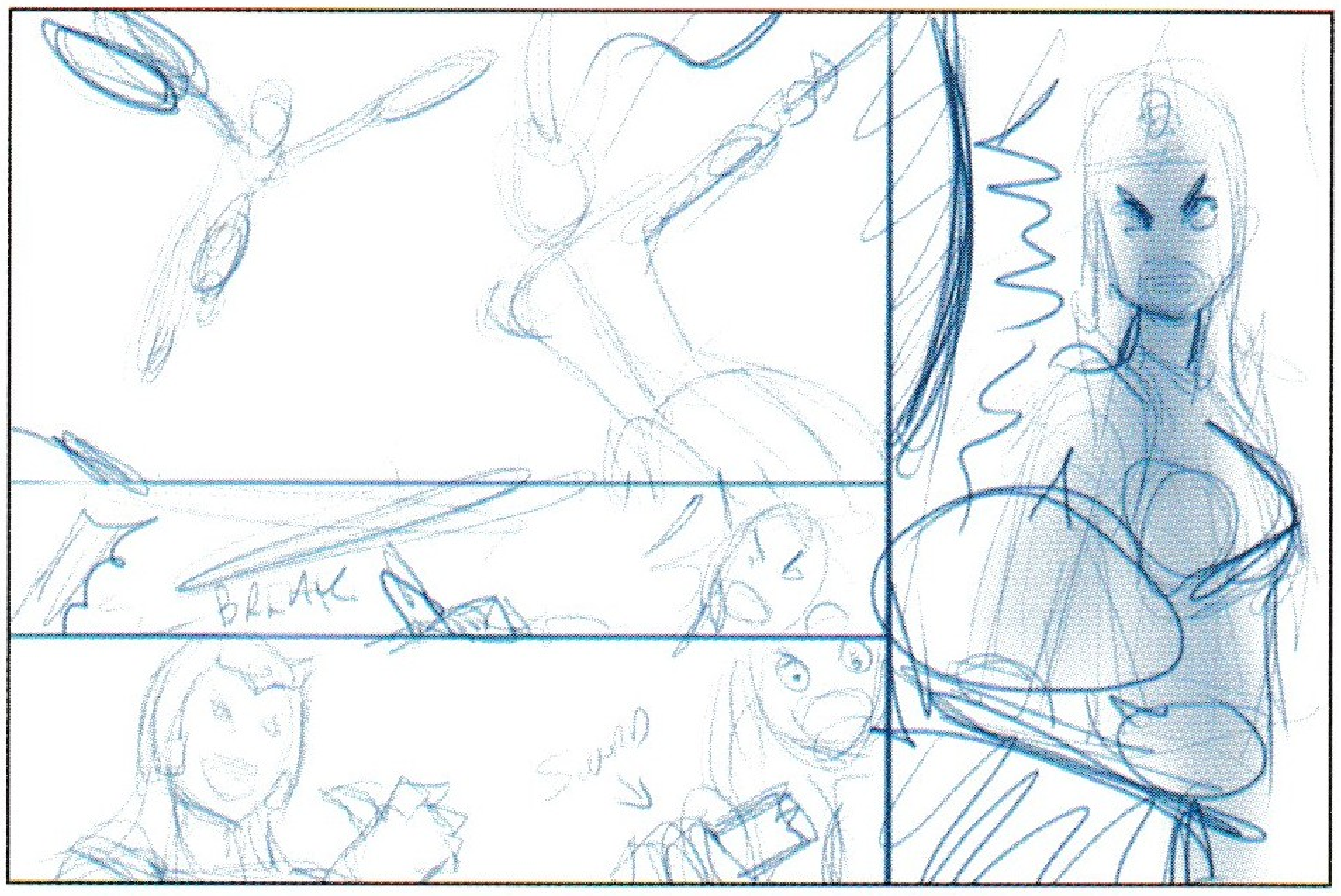
MARCH 13, 2013

COMMENTS

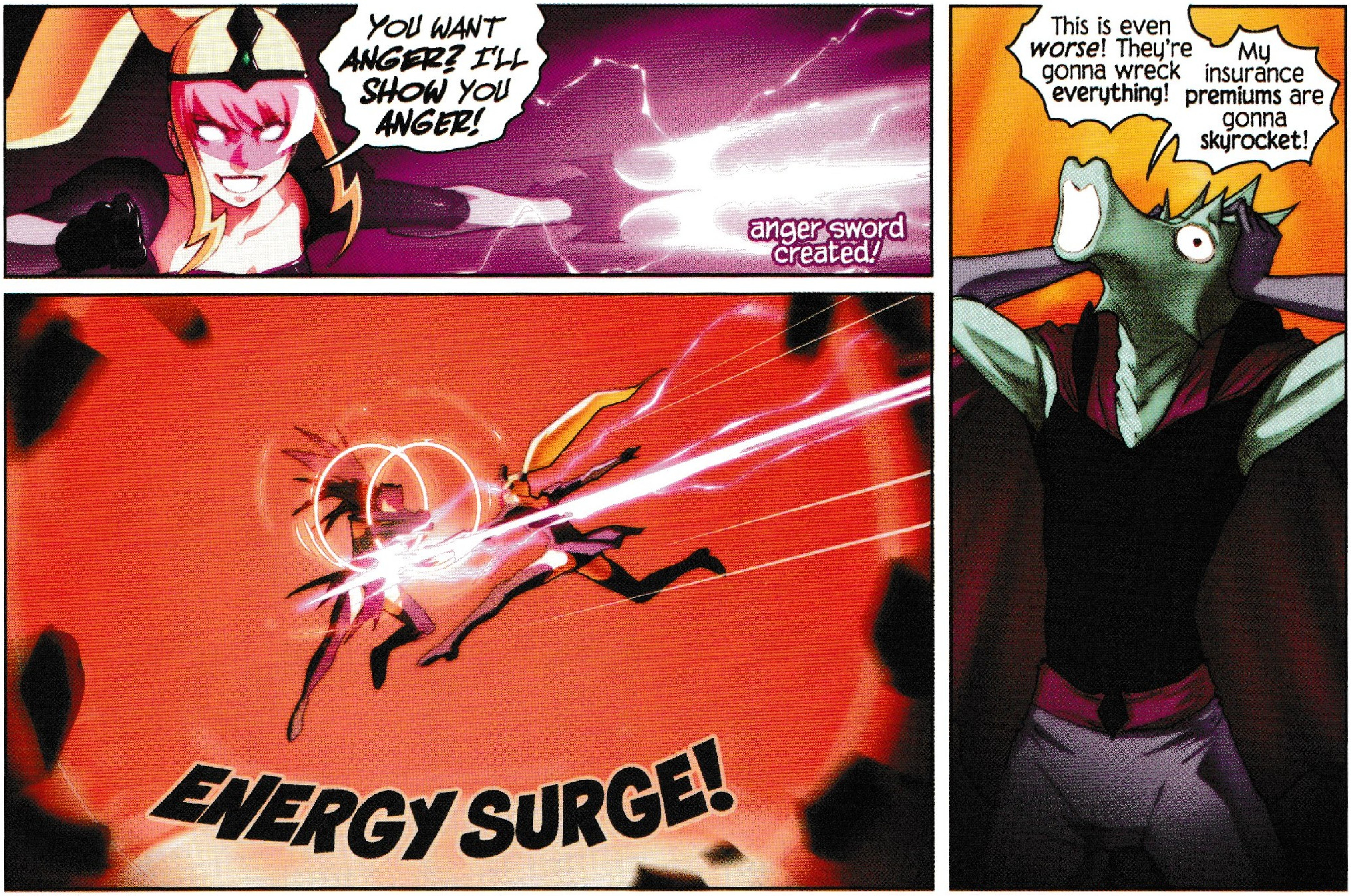
JIM: "I hate you!" "I hate you more!" Yup… That's the kind of quality dialogue that keeps me employed as a comic writer.

OMAR: Panel one: I'm very happy with the movement and angle.

ERIK: See what happens when they all join the dark side, including our writer?


BREAK
SWORD

ROUGH LAYOUT


YOU WANT ANGER? I'LL SHOW YOU ANGER!
anger sword created!
This is even *worse*! They're gonna wreck everything!
My insurance premiums are gonna skyrocket!
ENERGY SURGE!

#088: APOCALYPSE INSURANCE

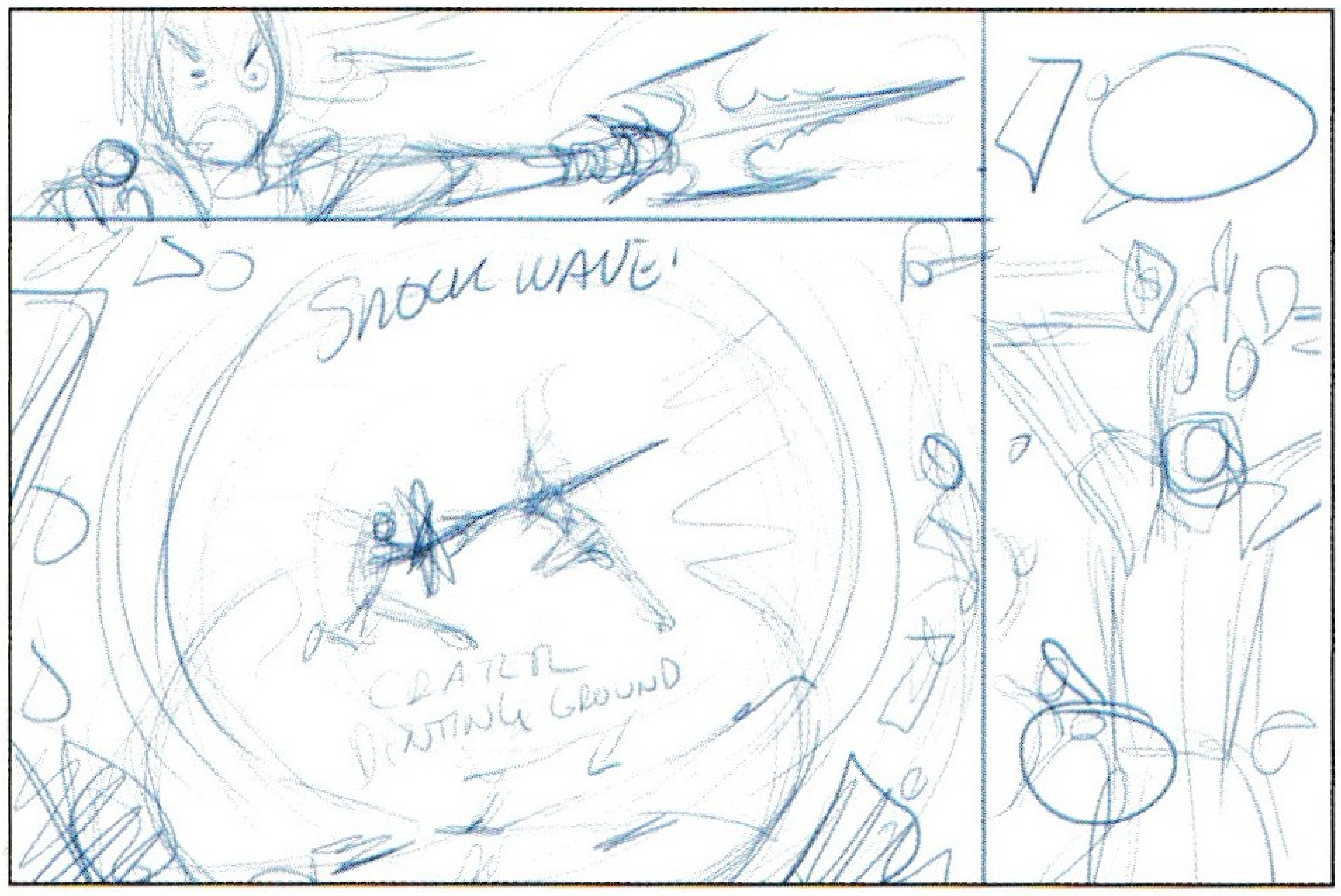
MARCH 15, 2013

COMMENTS

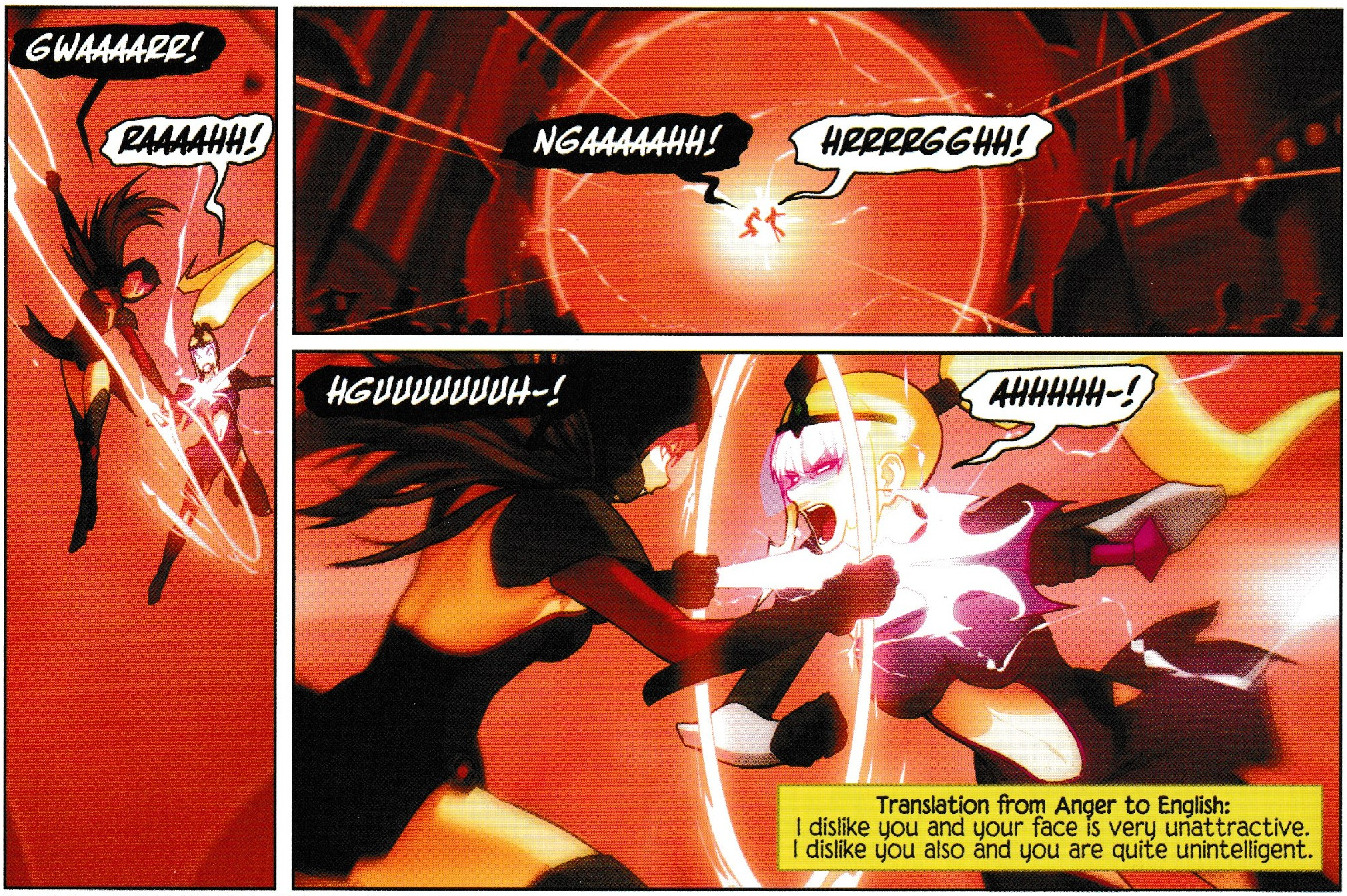
JIM: Even in space, people worry about their insurance.

OMAR: That sword looks painful.

ERIK: Now we have a black variant Amazona figure.


SHOCK WAVE!
CRATER DENTING GROUND

ROUGH LAYOUT


GWAAAARR!
RAAAAHH!
NGAAAAAAHH!
HRRRRGGHH!
HGUUUUUUUH-!
AHHHHH-!
Translation from Anger to English:
I dislike you and your face is very unattractive.
I dislike you also and you are quite unintelligent.

#089: TANTRUM TRANSLATION

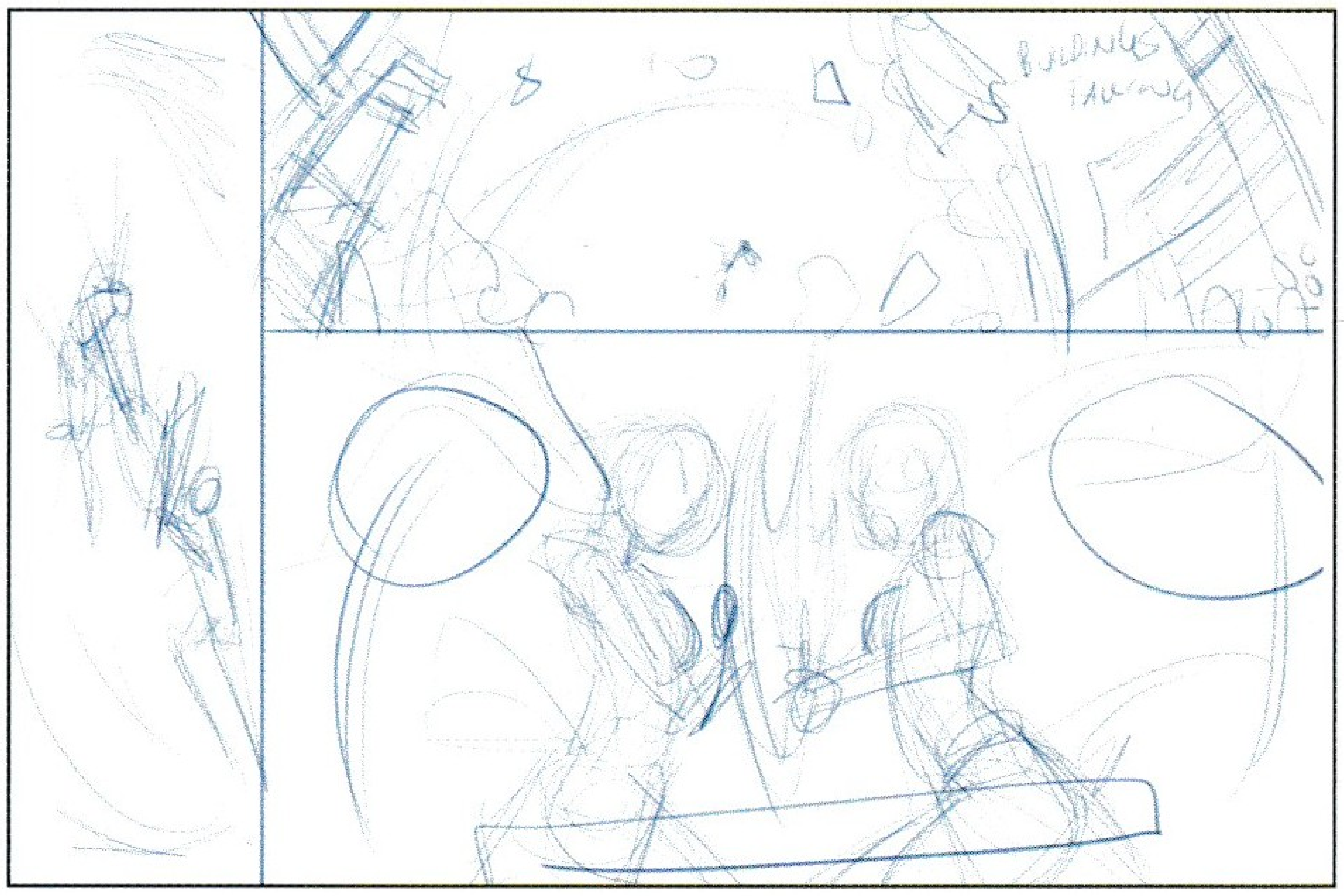
MARCH 20, 2013

COMMENTS

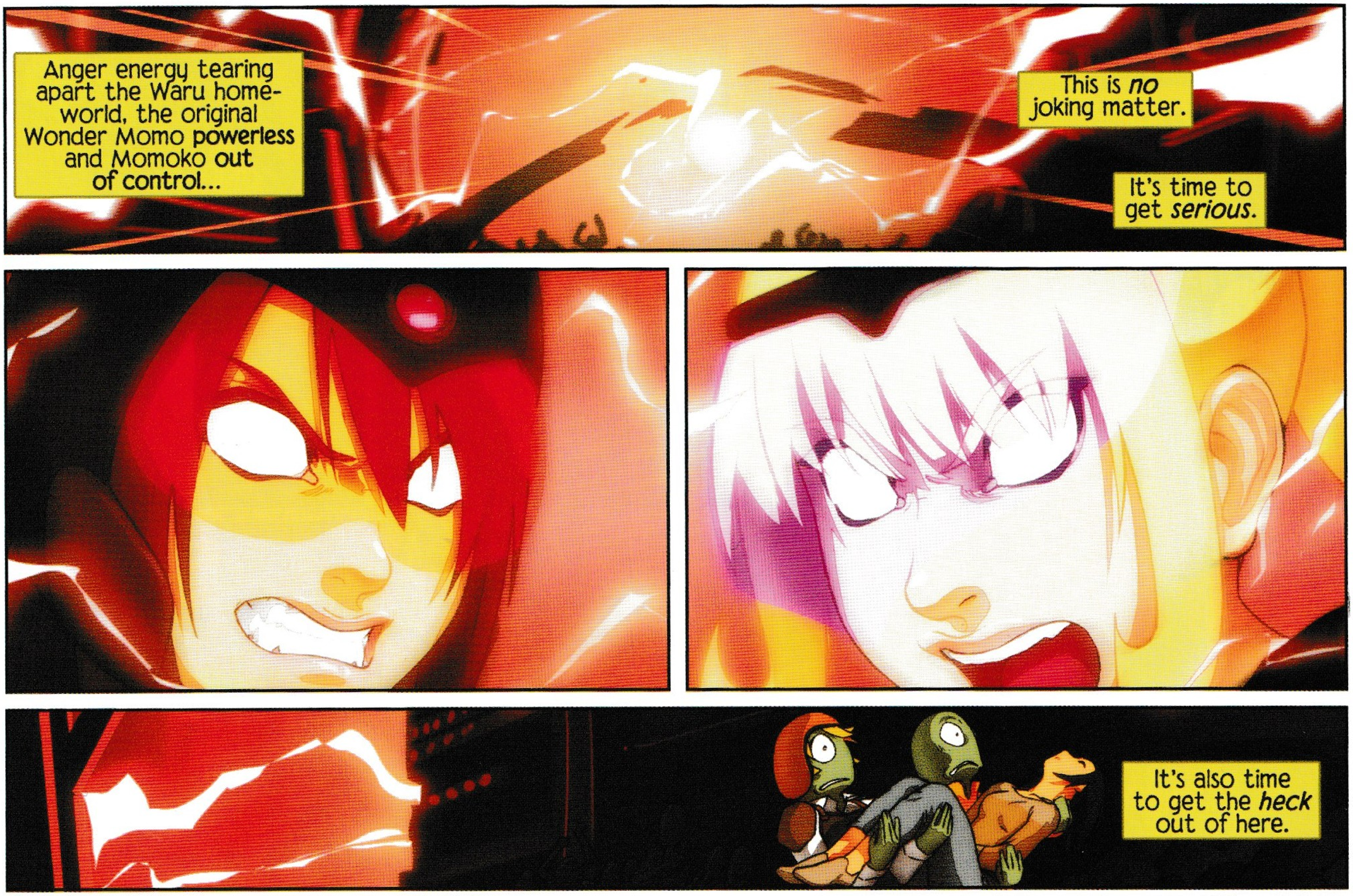
JIM: I earned my paycheck writing this strip, lemme tell you.

OMAR: Momoko's dark dress here is her prettiest outfit, I think. I liked the shockwave FX too.

ERIK: At least you were responsible enough to put the "translations" in.



ROUGH LAYOUT

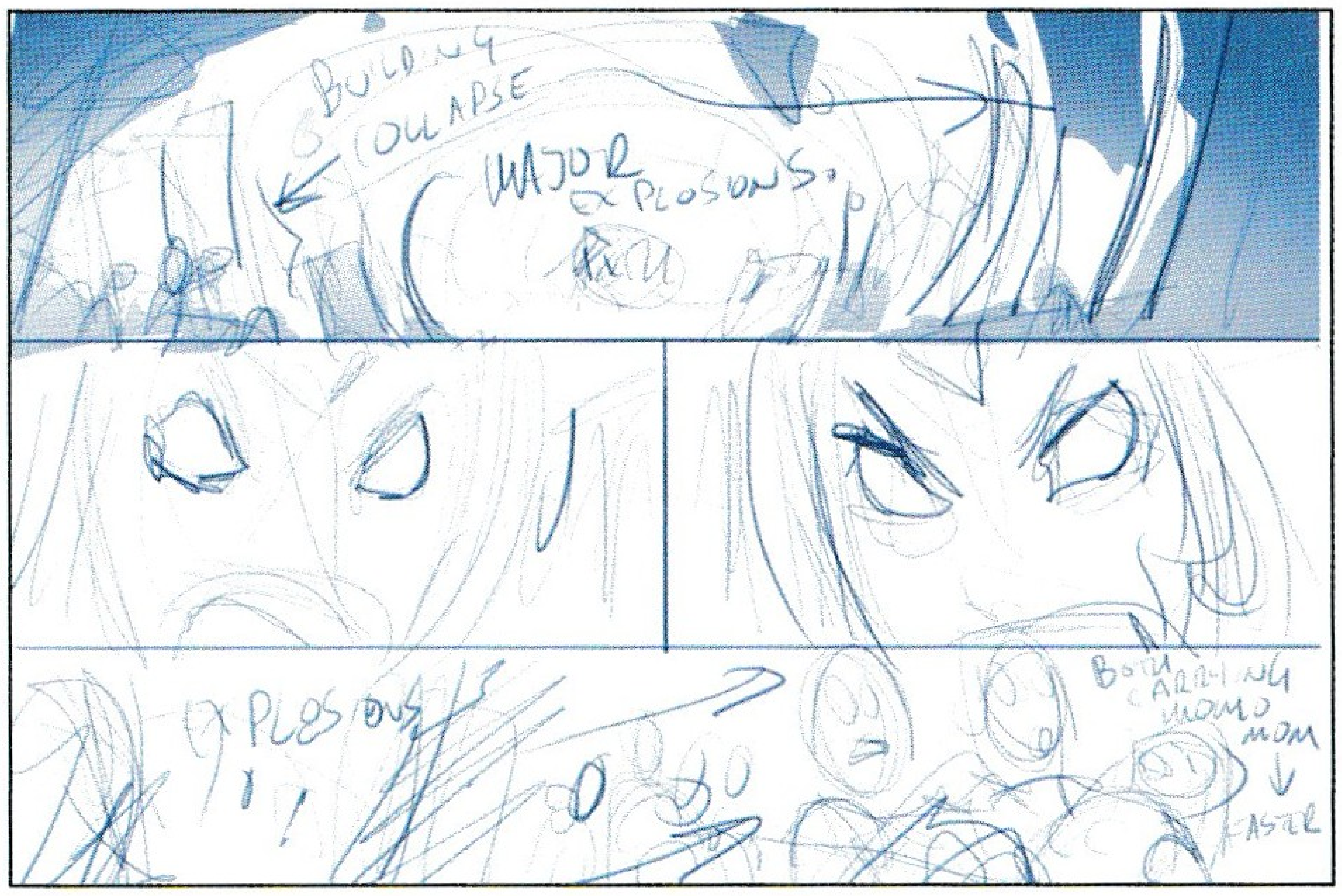

Anger energy tearing apart the Waru home-world, the original Wonder Momo **powerless** and Momoko **out** of control...
This is *no* joking matter.
It's time to get *serious*.
It's also time to get the *heck* out of here.

#090: GETTING SERIOUS MARCH 22, 2013

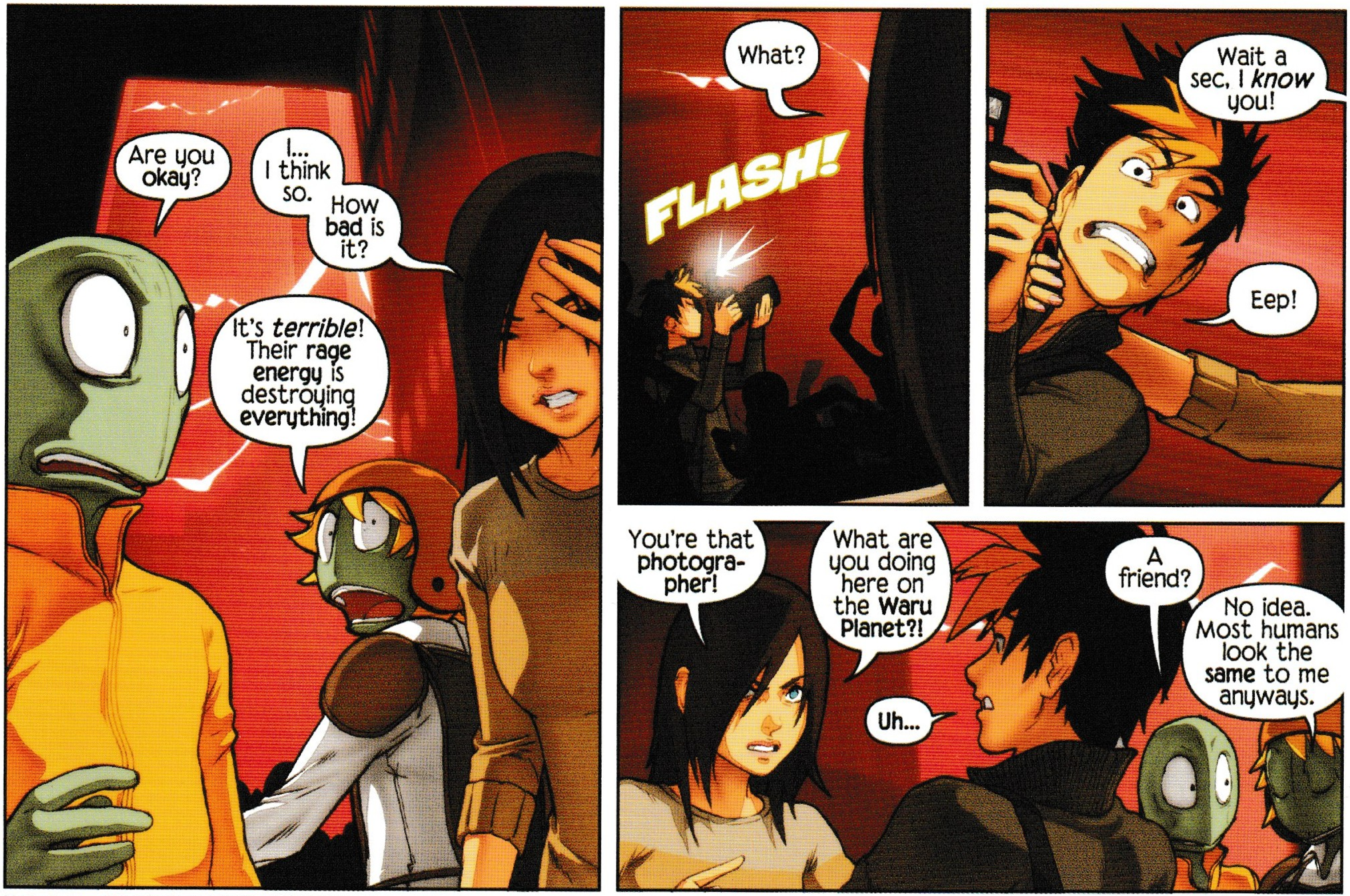
COMMENTS

JIM: Another telltale sign of badness: if someone has no irises. When you see someone with a lack of irises, that means it's go time.

ERIK: Omar is really on fire with the whole "Dark vs. Dark" sequence. I wonder if his eyes glowed like this when he was drawing these.


BUILDING COLLAPSE
MAJOR EXPLOSIONS
EXPLOSIONS
BOTH CARRYING MOMO MOM
FASTER

ROUGH LAYOUT


Are you okay?
I... I think so.
How bad is it?
It's *terrible*! Their **rage energy** is destroying **everything**!
What?
FLASH!
Wait a sec, I *know* you!
Eep!
You're that **photogra-pher**!
What are you doing here on the **Waru Planet**?!
Uh...
A friend?
No idea. Most humans look the **same** to me anyways.

#031: SURPRISE VISIT

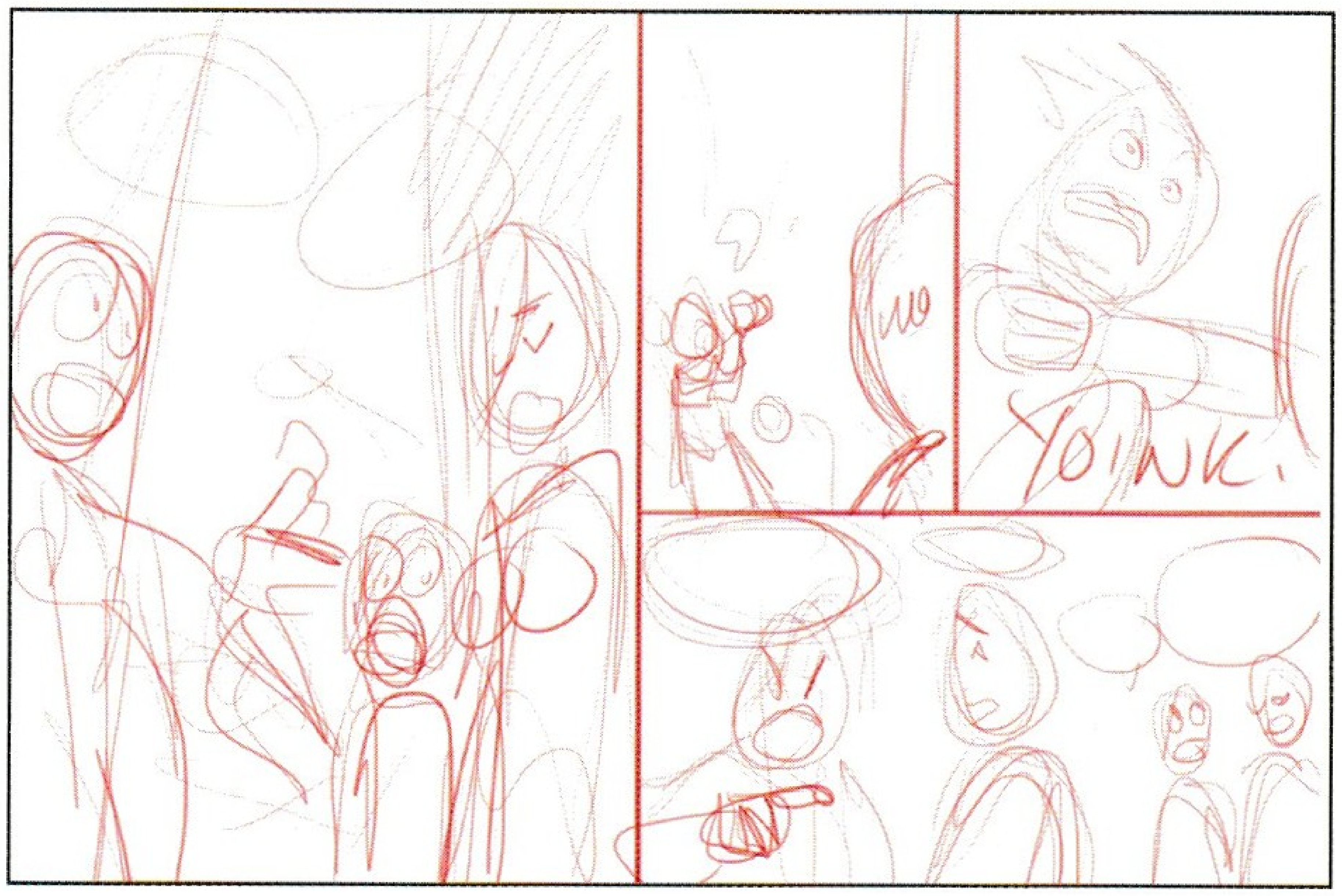
MARCH 27, 2013

COMMENTS

JIM: Natsuhiko did a really good job trying to blend in with the locals…

OMAR: This photographer clown again. I like the "yoink" in panel three.

ERIK: We debated a bit as to how and why the photographer ends up there…



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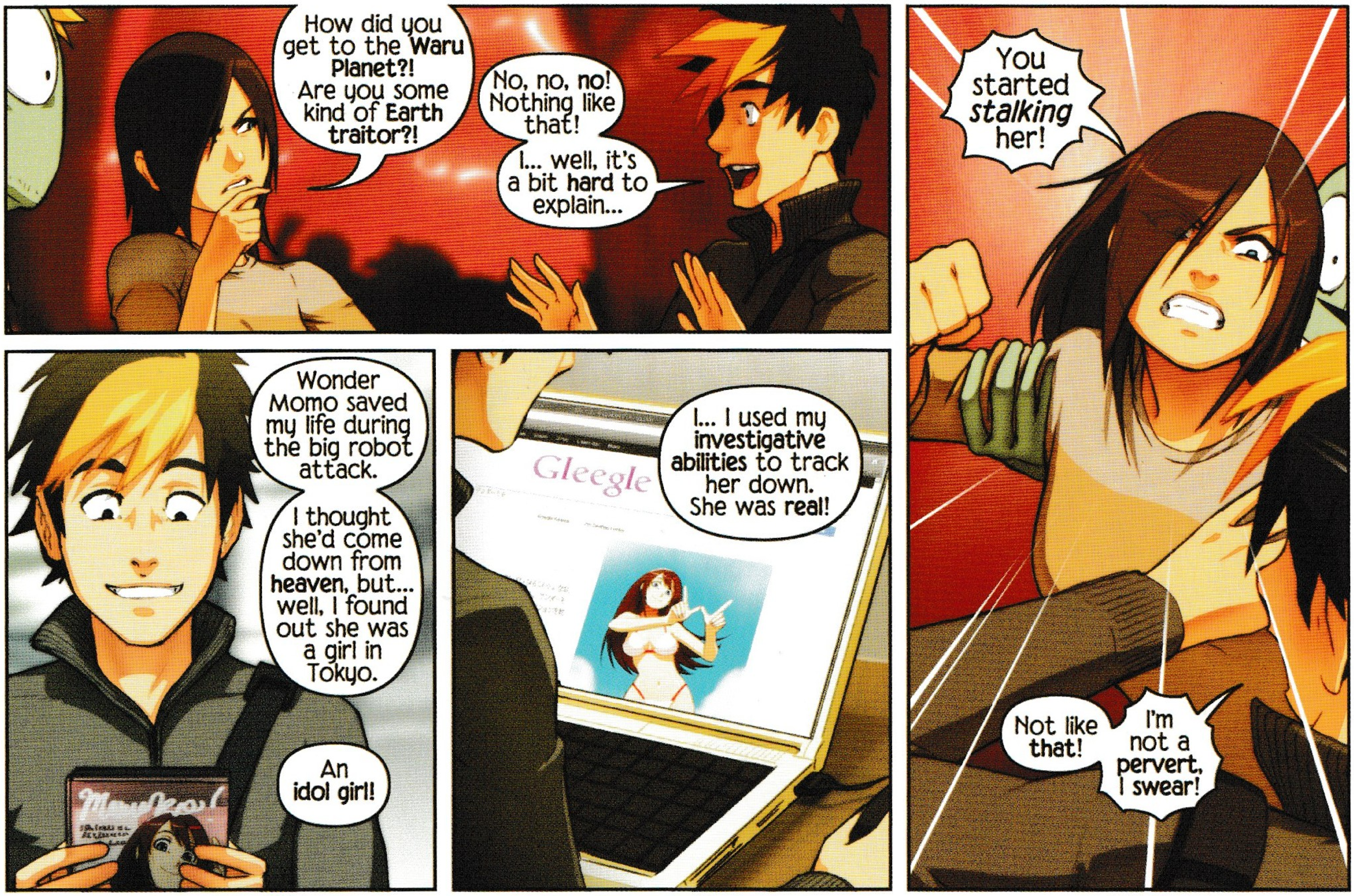

How did you get to the Waru Planet?! Are you some kind of Earth traitor?!
No, no, no! Nothing like that!
I... well, it's a bit hard to explain...
Wonder Momo saved my life during the big robot attack.
I thought she'd come down from heaven, but... well, I found out she was a girl in Tokyo.
An idol girl!
Gleegle
I... I used my investigative abilities to track her down. She was real!
You started stalking her!
Not like that!
I'm not a pervert, I swear!

#092: IDOL SEARCH

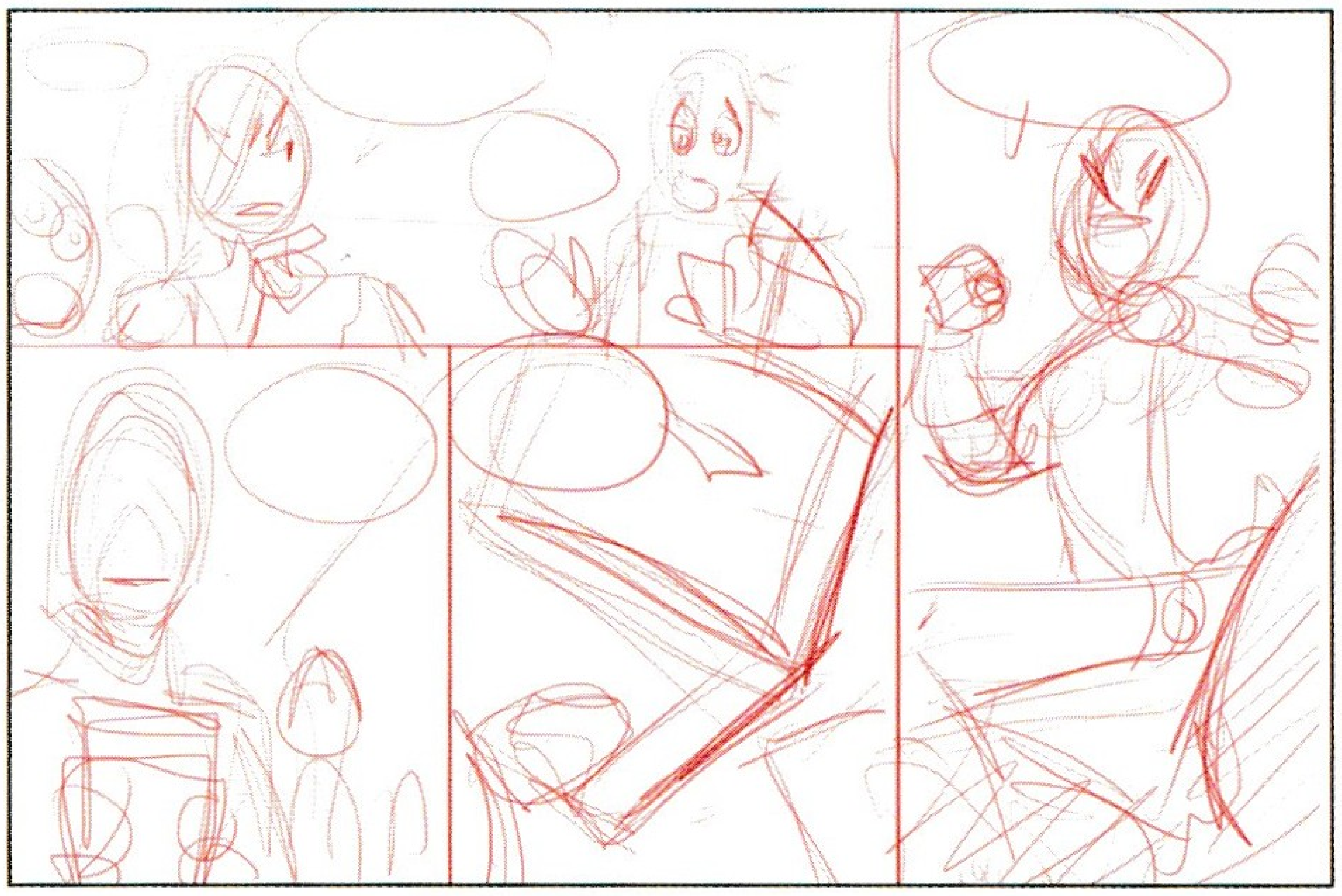
MARCH 29, 2013

COMMENTS

JIM: "Gleegle" is the best search engine you've never used before.

OMAR: Panel four is exactly what I would do if some dude was snapping pics of my daughter, so I made sure Momo-Mom's anger looked real.

ERIK: I can see Momo-Mom going "If you hurt her, I will find you, and I will kill you!"... and so would Omar.



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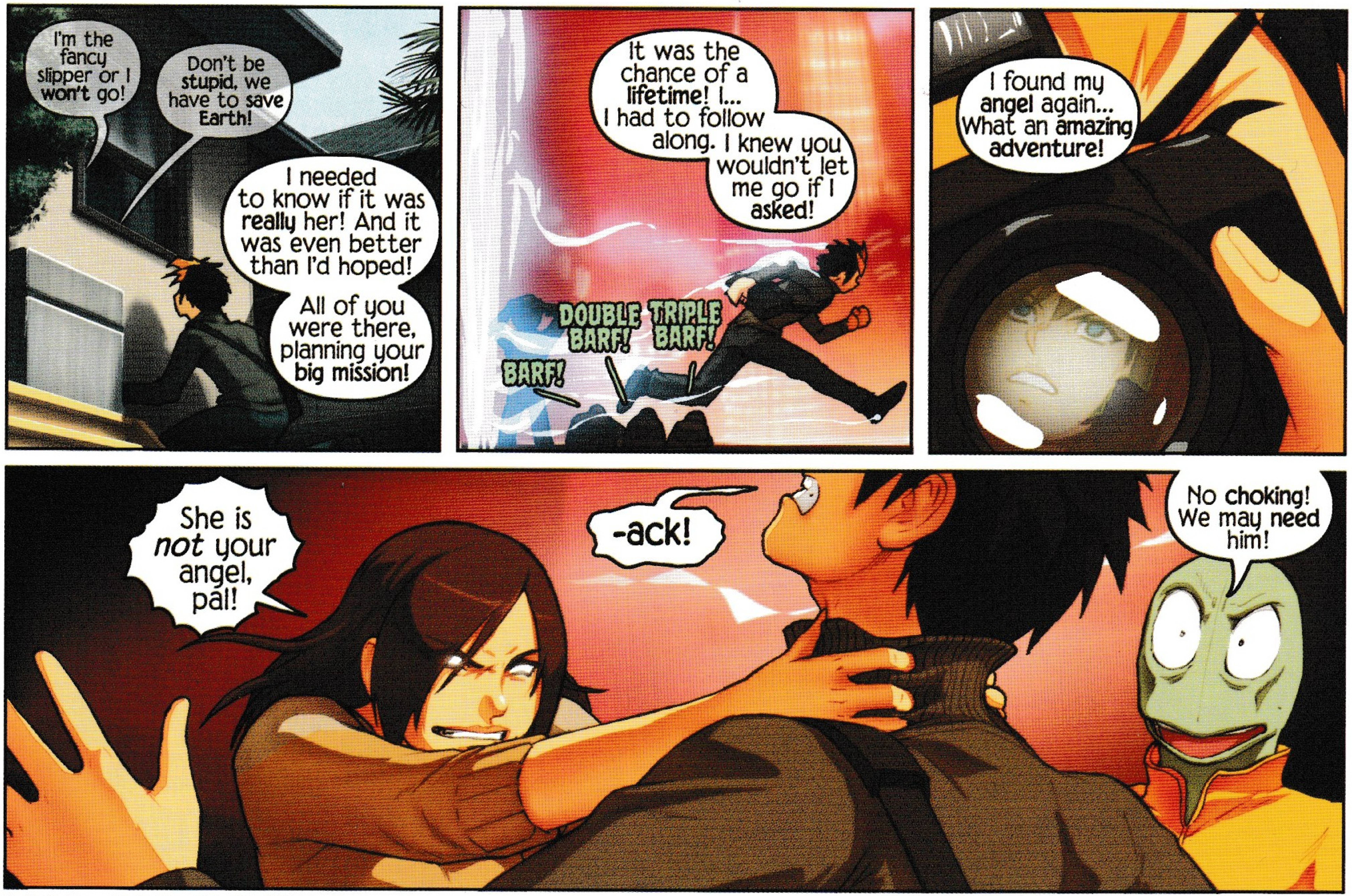

I'm the fancy slipper or I won't go!
Don't be stupid, we have to save Earth!
I needed to know if it was really her! And it was even better than I'd hoped!
All of you were there, planning your big mission!
It was the chance of a lifetime! I... I had to follow along. I knew you wouldn't let me go if I asked!
BARF!
DOUBLE BARF!
TRIPLE BARF!
I found my angel again... What an amazing adventure!
She is *not* your angel, pal!
-ack!
No choking! We may need him!

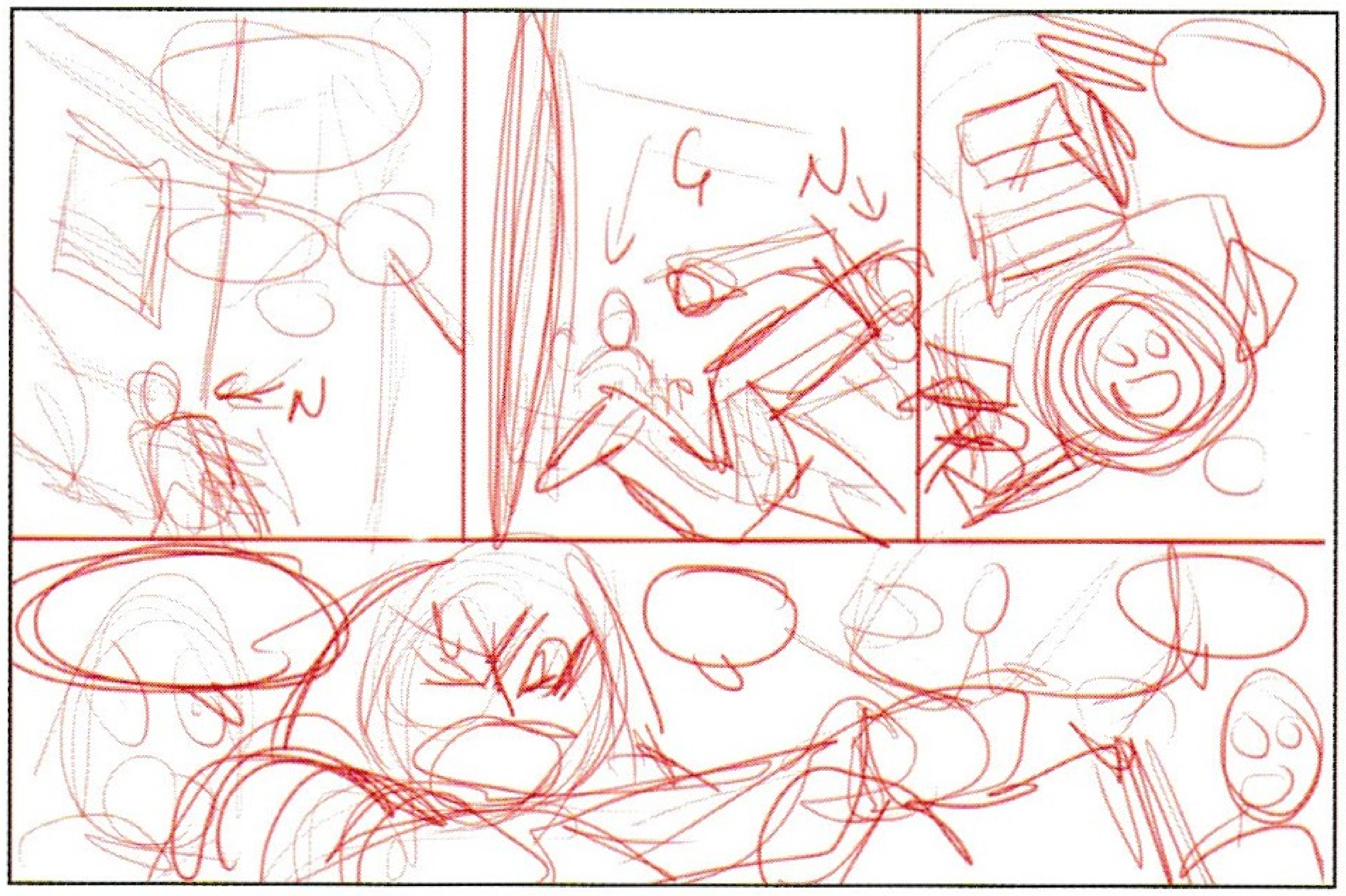
#093: TAG ALONG APRIL 03, 2013

COMMENTS

JIM: Momo-Mom's priorities during this Waru apocalypse are a wee bit skewed.

OMAR: This doofus had it coming.

ERIK: We should have put some demon horns on Momo-Mom in the last panel.



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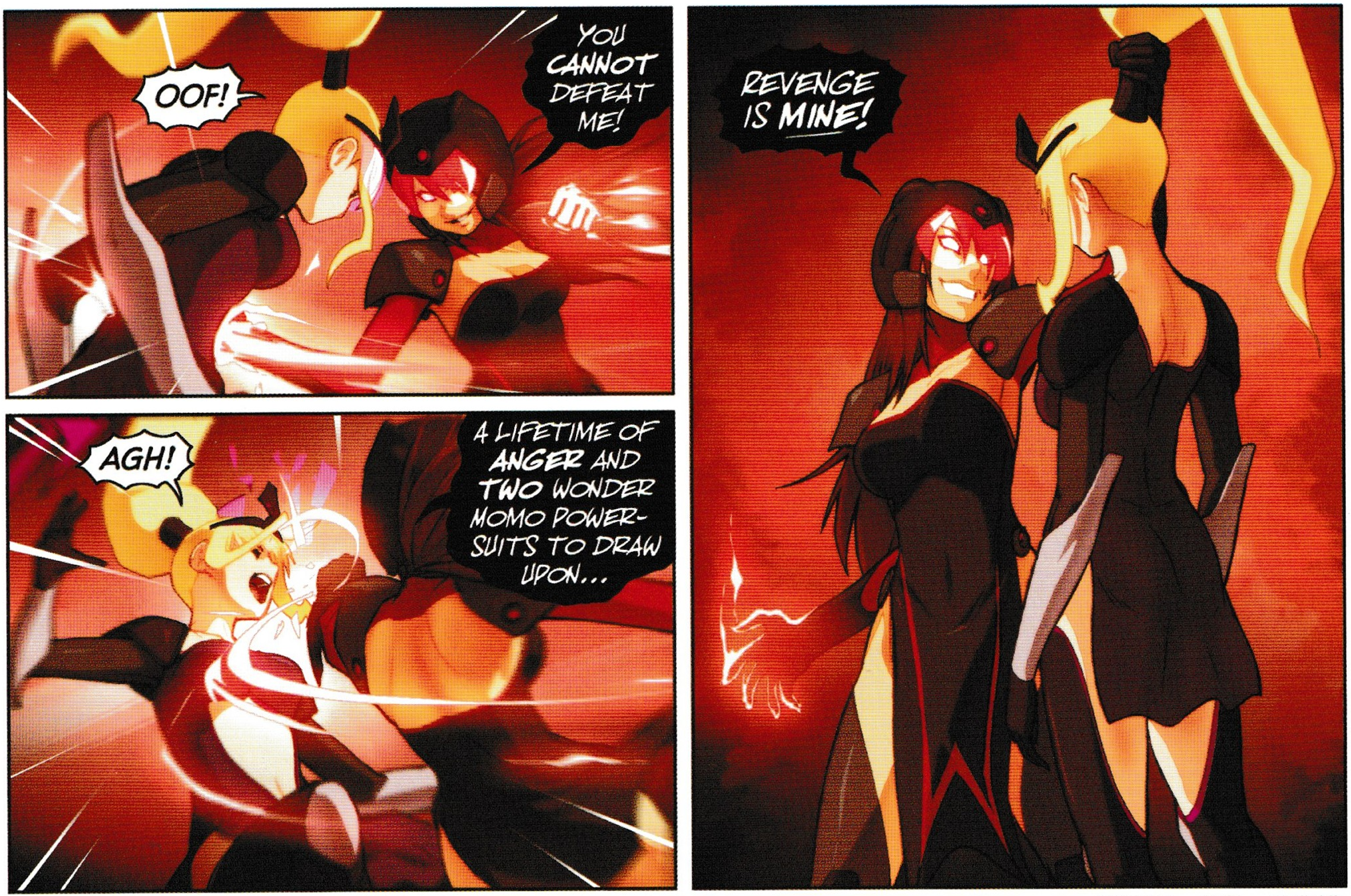

OOF!
YOU CANNOT DEFEAT ME!
AGH!
A LIFETIME OF ANGER AND TWO WONDER MOMO POWER-SUITS TO DRAW UPON...
REVENGE IS MINE!

#094: DARK AND DEADLY

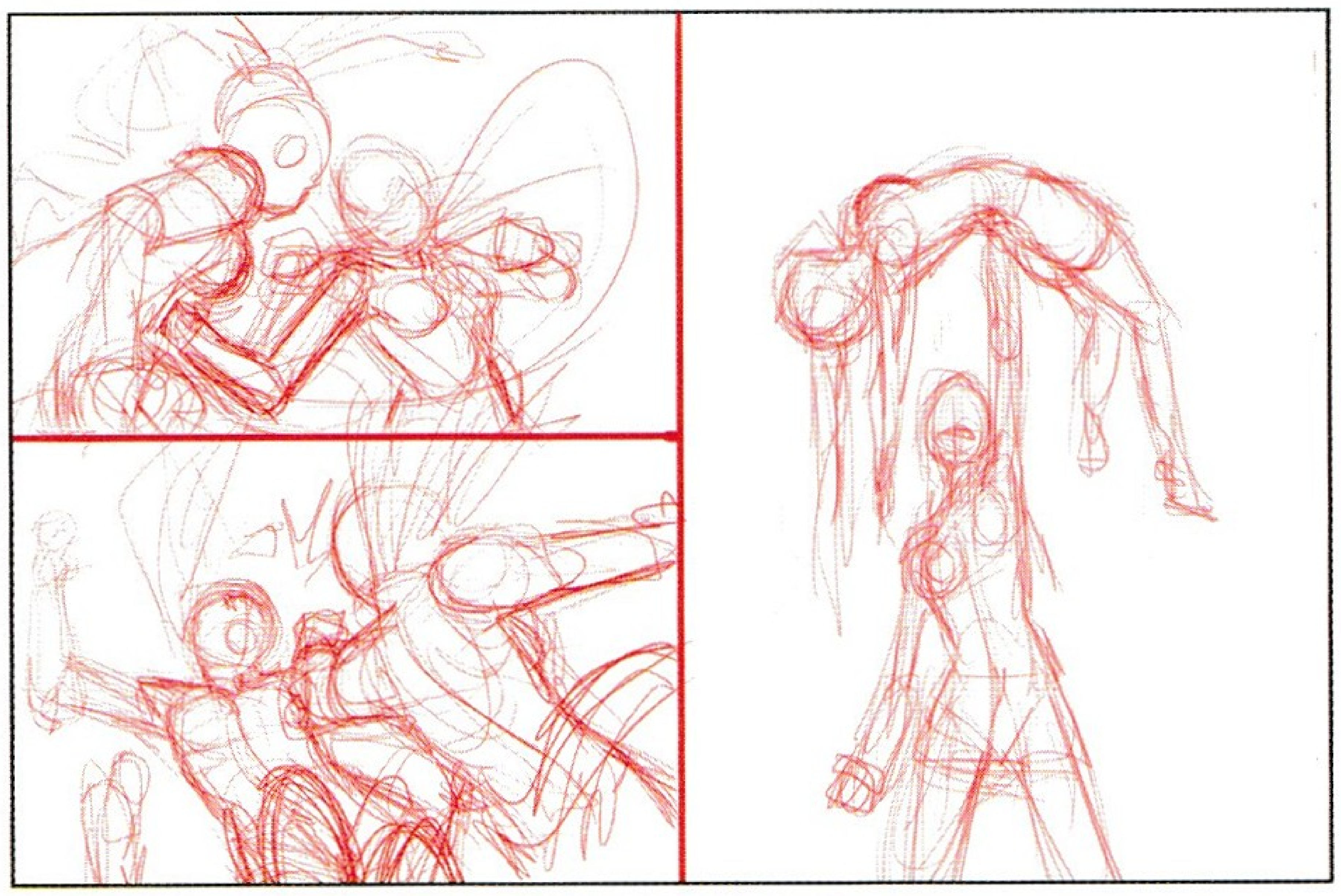
APRIL 05, 2013

COMMENTS

JIM: Confident villain speeches can never be dramatic enough.

OMAR: Panels one and two flow nicely. Big change from the beginning pages.

ERIK: No, Aki never had a chance in this fight…



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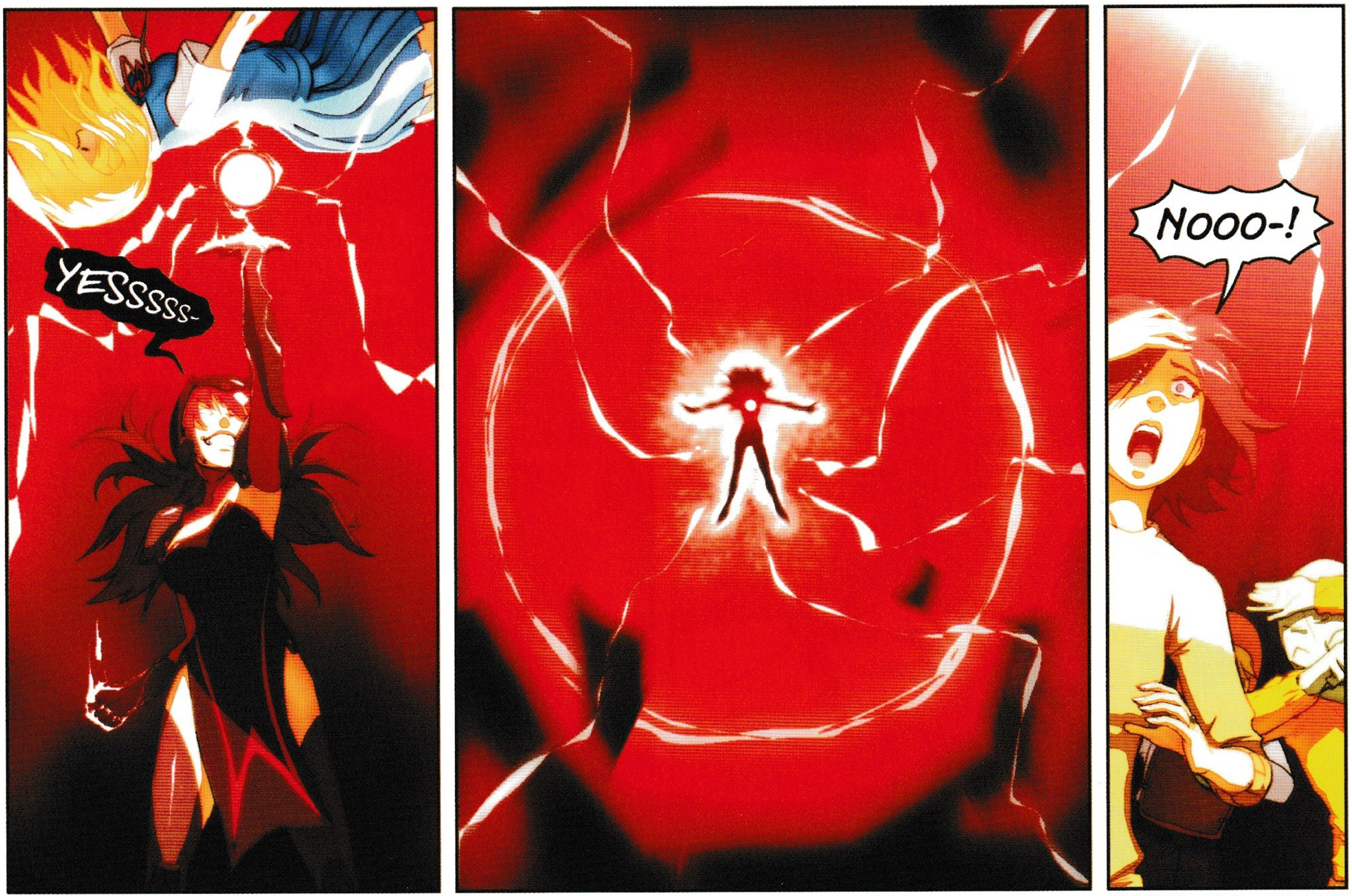


#095: NEXT LEVEL POWER

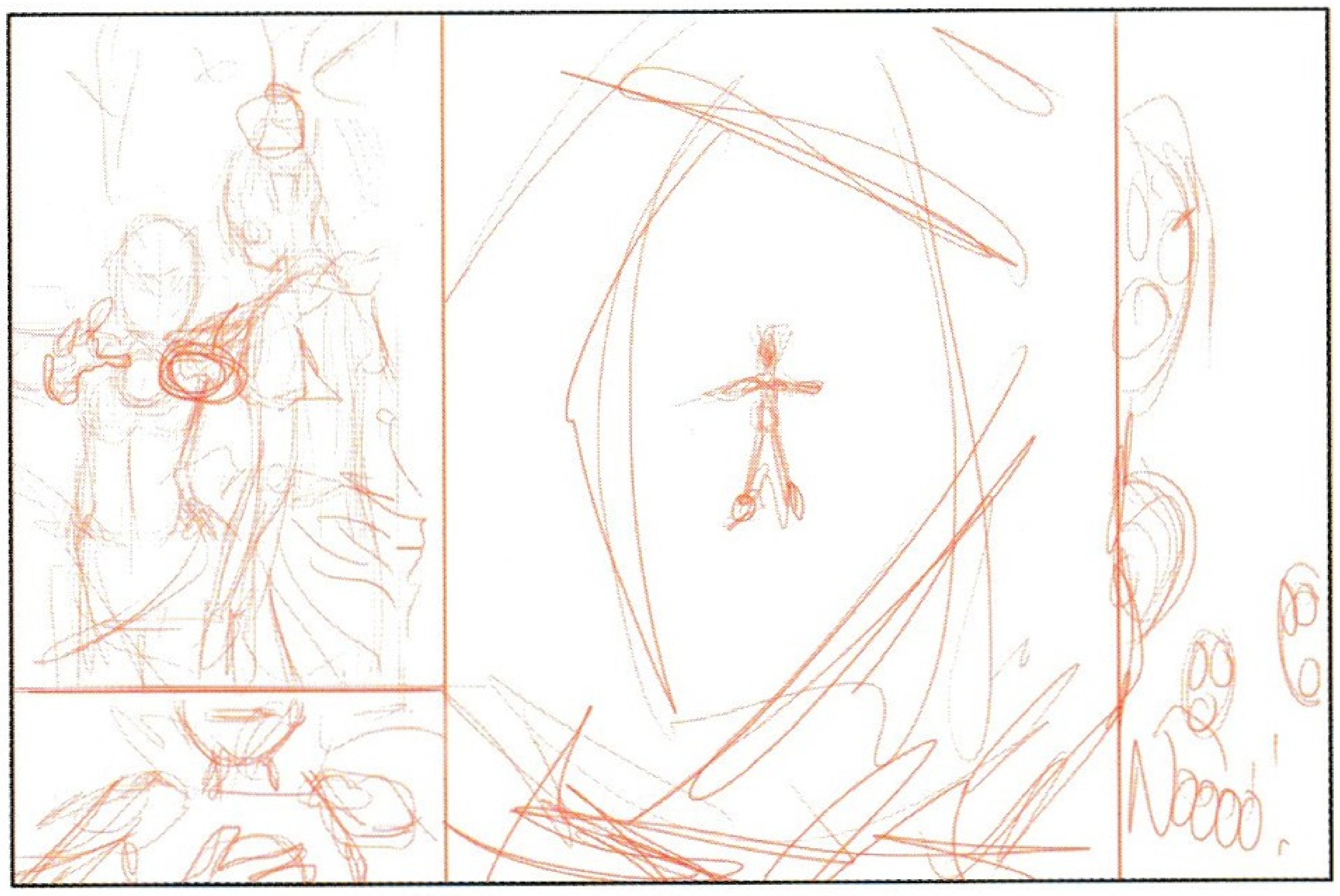
APRIL 10, 2013

COMMENTS

JIM: Power Orb addiction can be a serious problem.

OMAR: This page was supposed to be epic.

ERIK: This is the moment we have been building up to – when Momoko gets the power of all three orbs!



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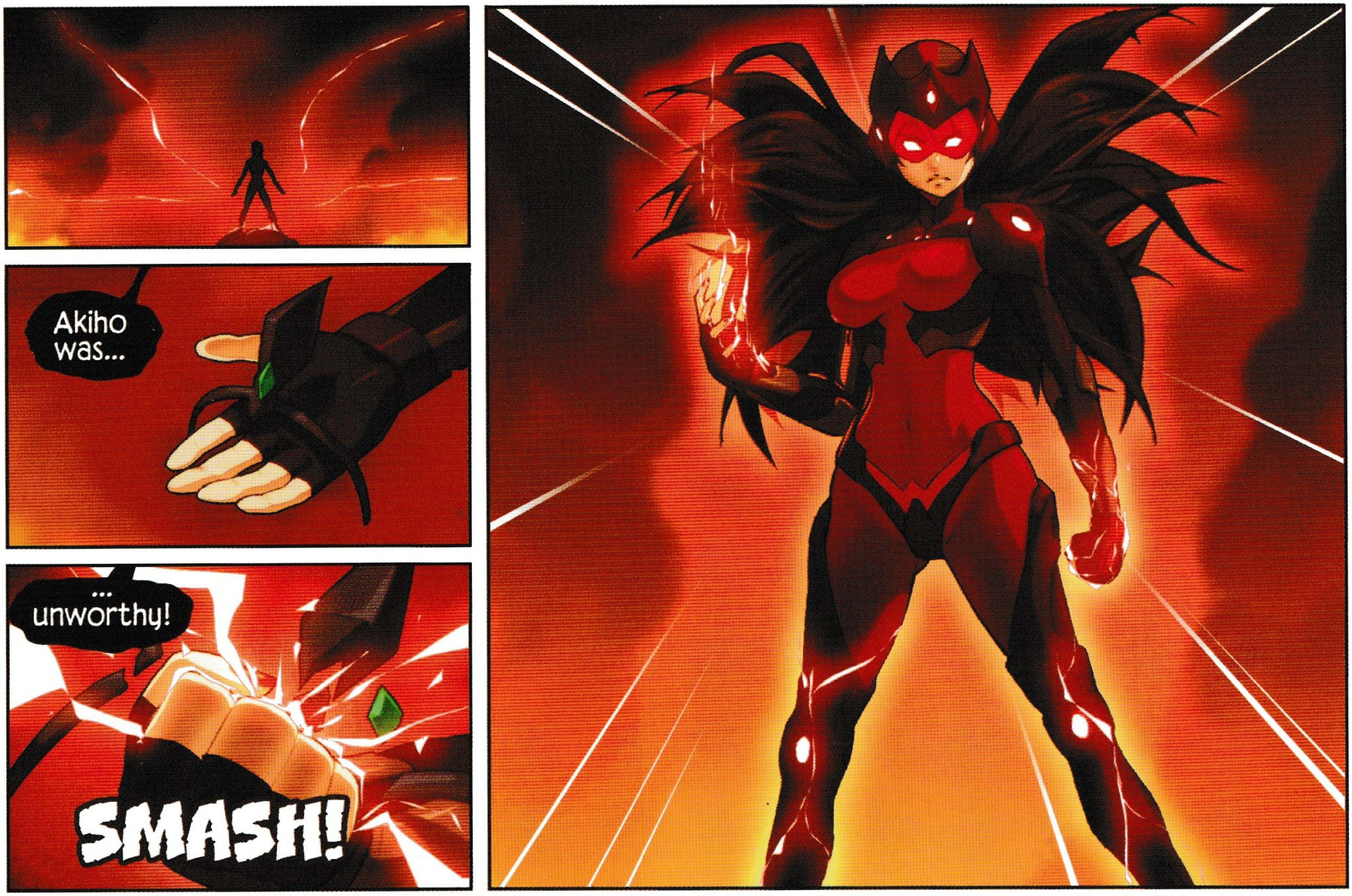

Akiho was...
... unworthy!
SMASH!

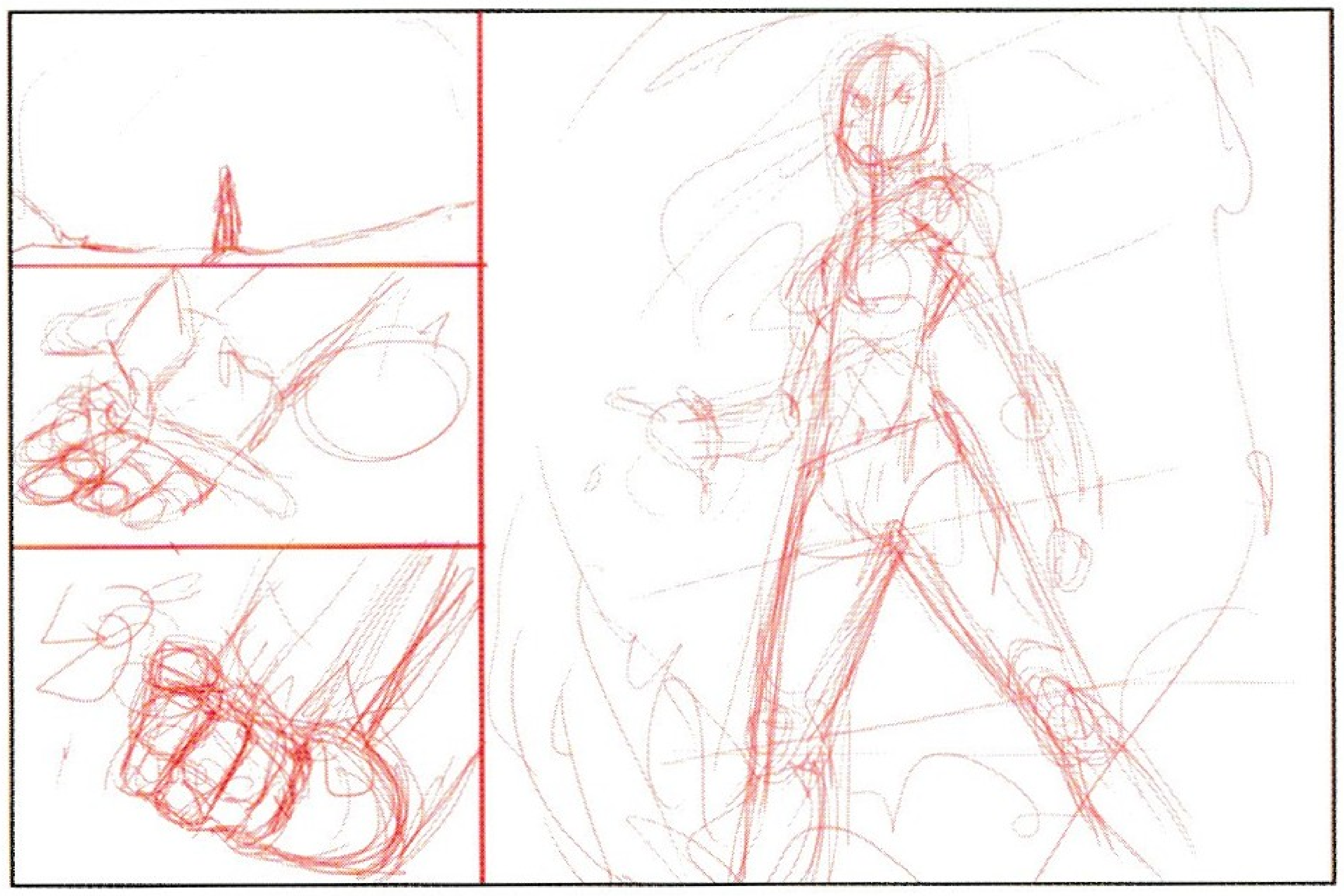
#036: ULTIMATE TRANSFORMATION APRIL 12, 2013

COMMENTS

JIM: "Mega-Dark Momo?" I don't even know anymore.

OMAR: I didn't do this redesign of her and was shocked to see that the iconic skirt was gone.

ERIK: A lot of people contributed to this suit design, starting with some initial concepts from Omar, while I got to flex my design muscles a bit and Chamba helped finalize it. It is called the "Ultra Turbo Dark Momo Hyper Powersuit." This design is supposed to be more of a modern take that is in line with the current anime battle suit trends.



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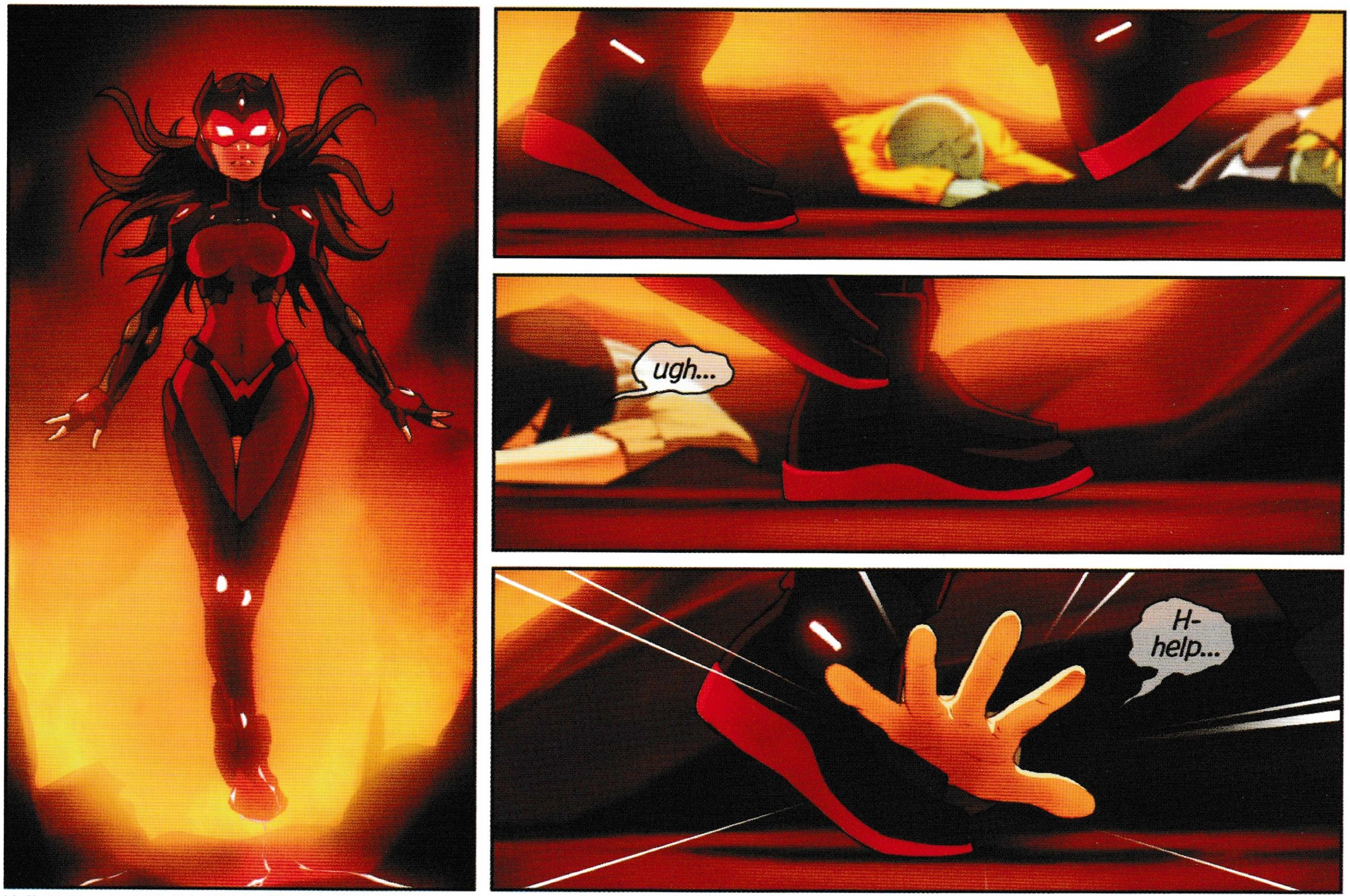


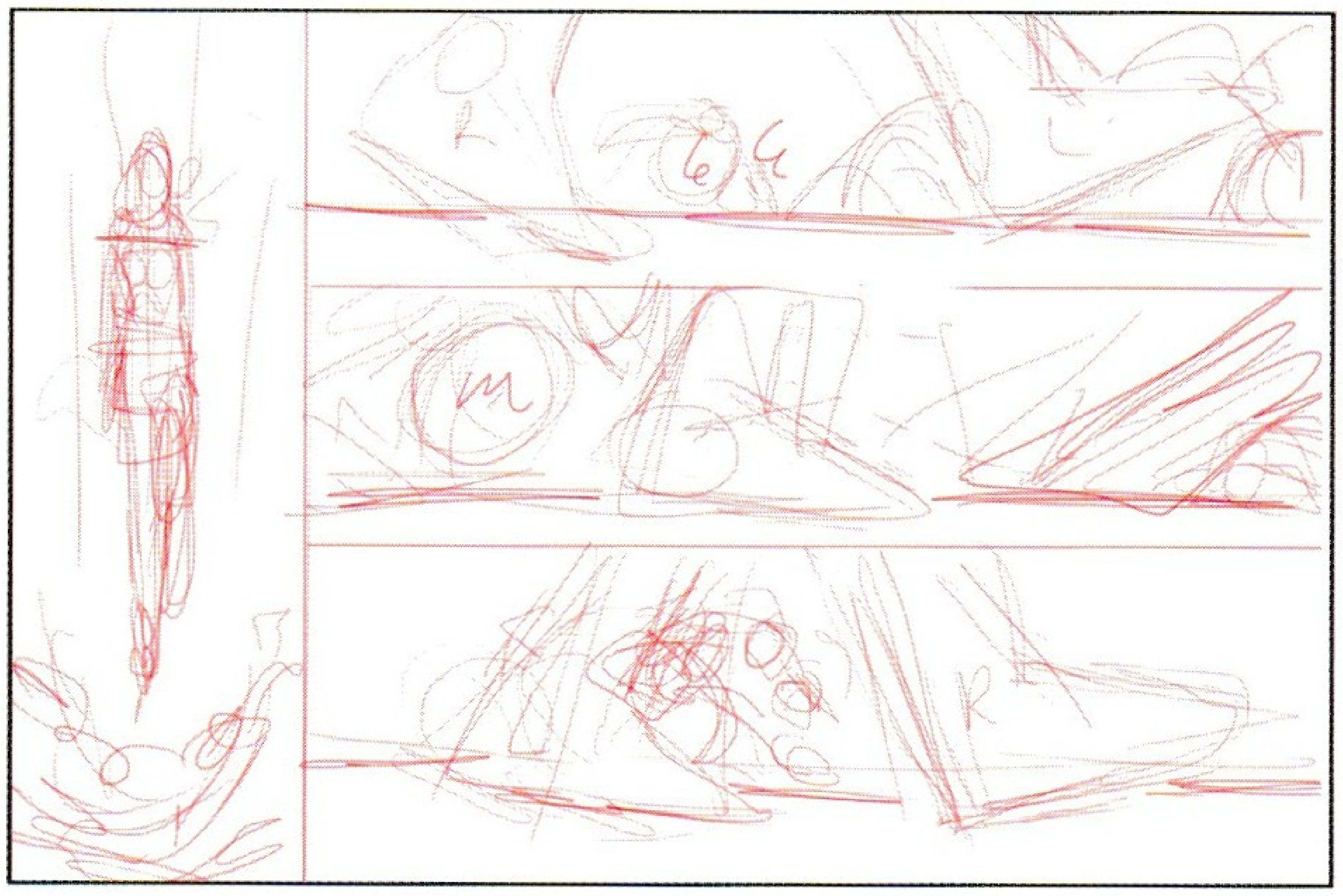
#097: THROUGH THE RUBBLE

APRIL 17, 2013

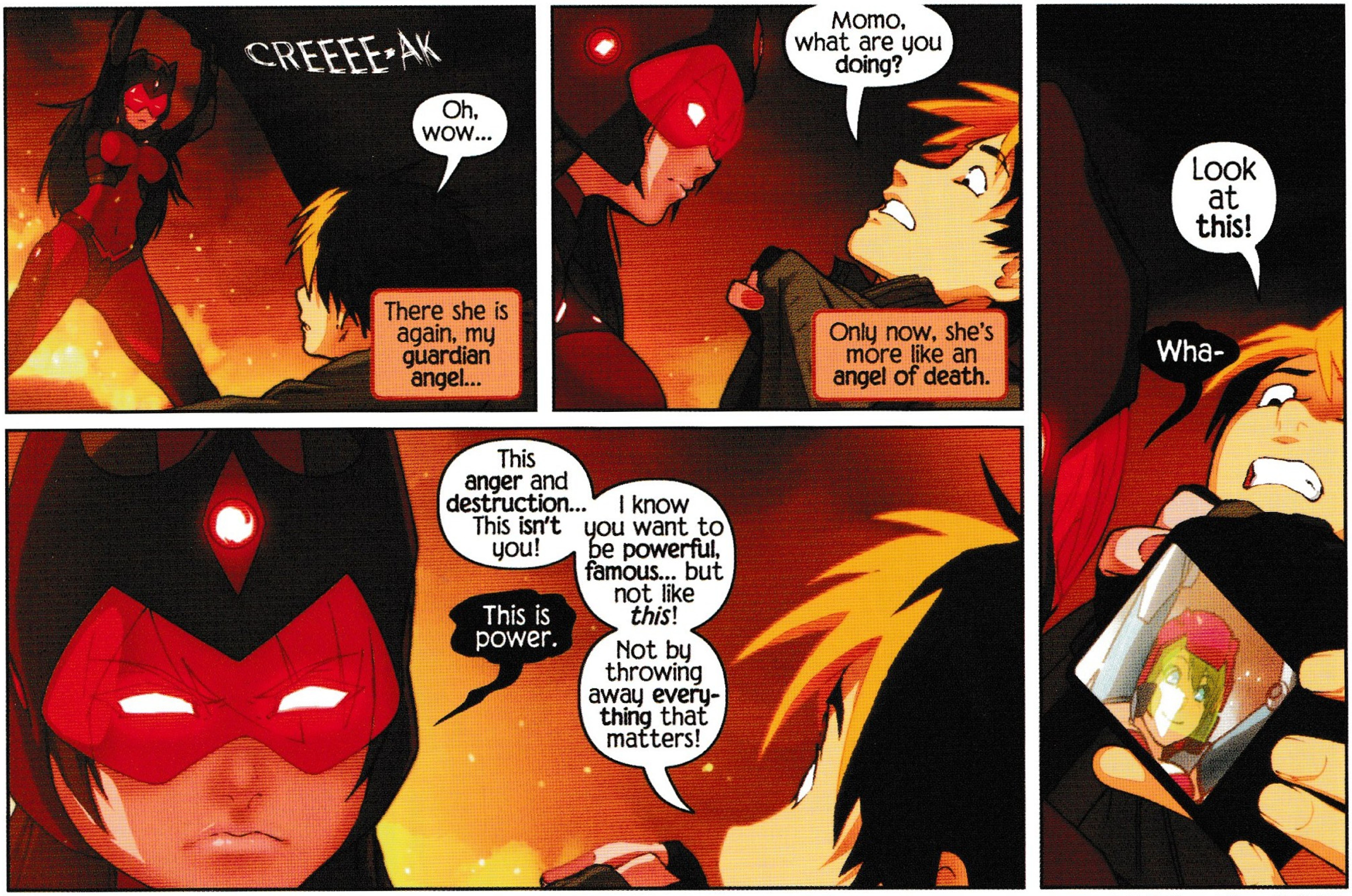
COMMENTS

JIM: Q: How dark can this fun video game-inspired strip get? A: Very dark.

ERIK: Momoko caused an alien world apocalypse. Well, I guess she would be considered an alien to the Waru...



ROUGH LAYOUT


CREEEEE-AK
Oh, wow...
There she is again, my guardian angel...
Momo, what are you doing?
Only now, she's more like an angel of death.
Look at this!
Wha-
This anger and destruction... This isn't you!
This is power.
I know you want to be powerful, famous... but not like *this*!
Not by throwing away everything that matters!

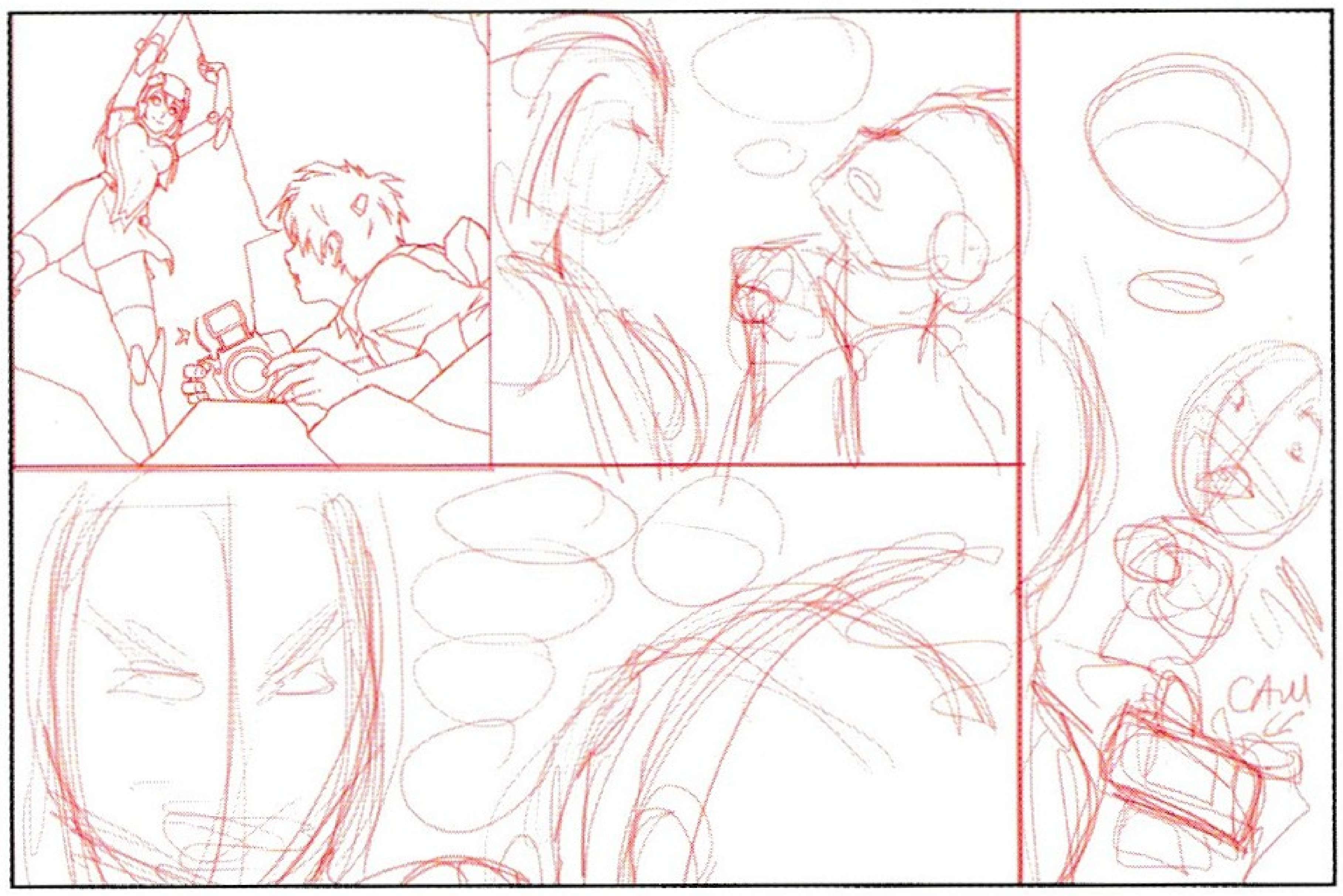
#098: ANGEL OF DEATH

APRIL 19, 2013

COMMENTS

JIM: Gotta love dramatic callbacks.

ERIK: This scene had always been in my head when I was plotting the story; I always wanted Momoko's first rescue of the photographer to be like he had met an angel of hope, with Momoko looking like an angel of death the next time she "rescued" him.



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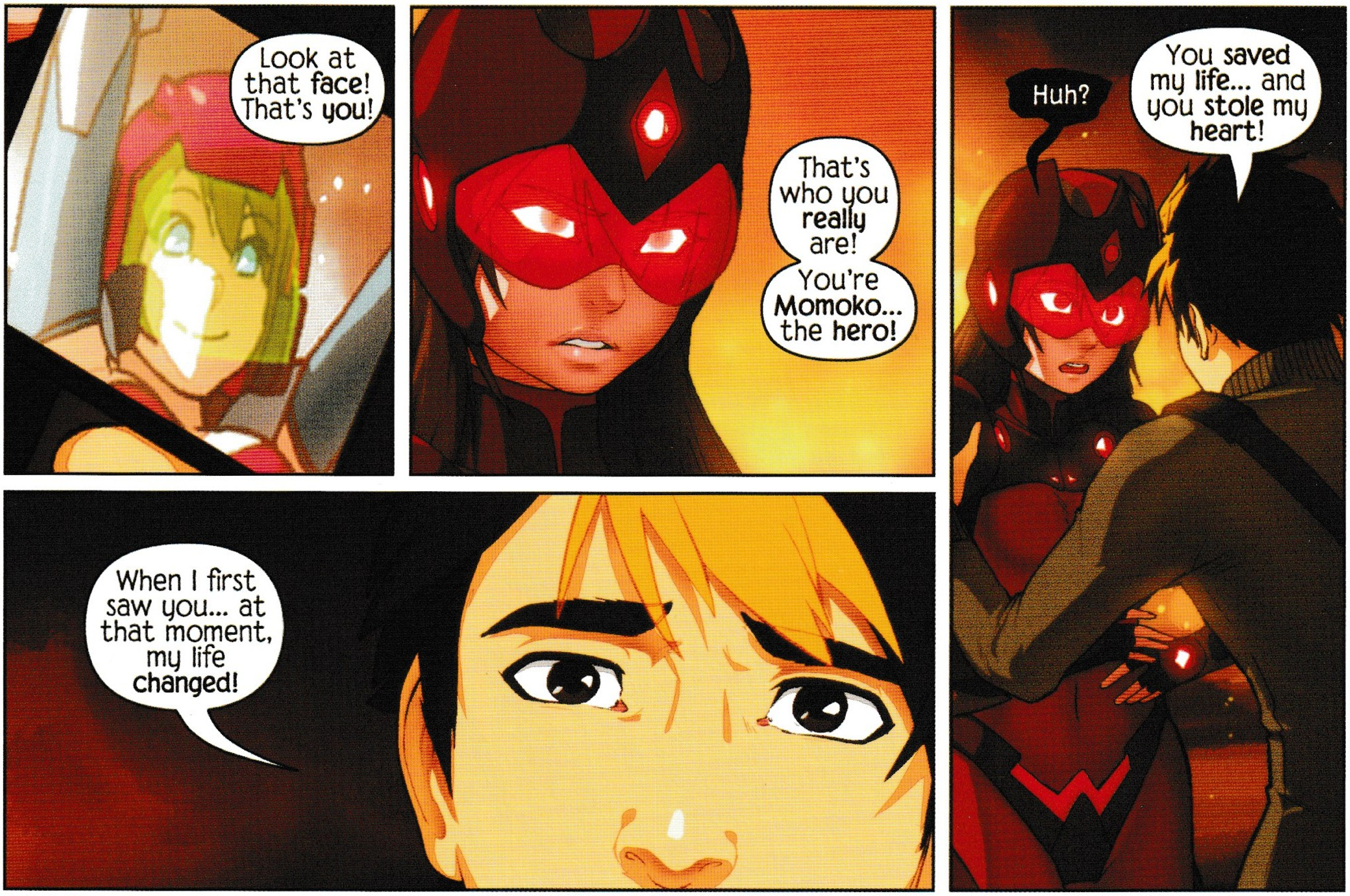

Look at that face! That's you!
That's who you really are!
You're Momoko... the hero!
Huh?
You saved my life... and you stole my heart!
When I first saw you... at that moment, my life changed!

#093: THE REAL YOU

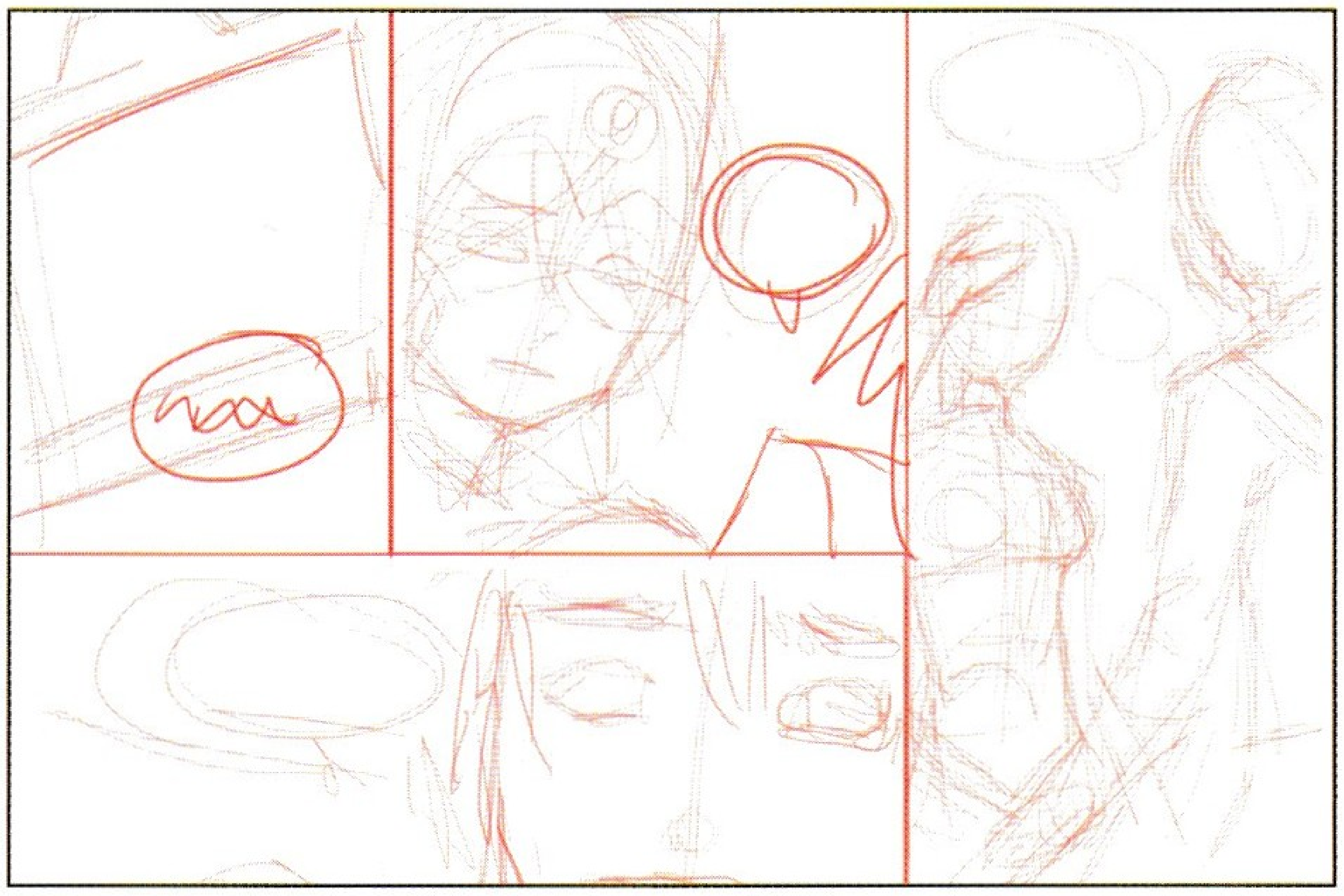
APRIL 24, 2013

COMMENTS

JIM: Queue the romantic build-up and…

OMAR: Oh boy, here we go…

ERIK: I think I grew up watching too many Disney movies. You know, that "love at first sight" stuff…



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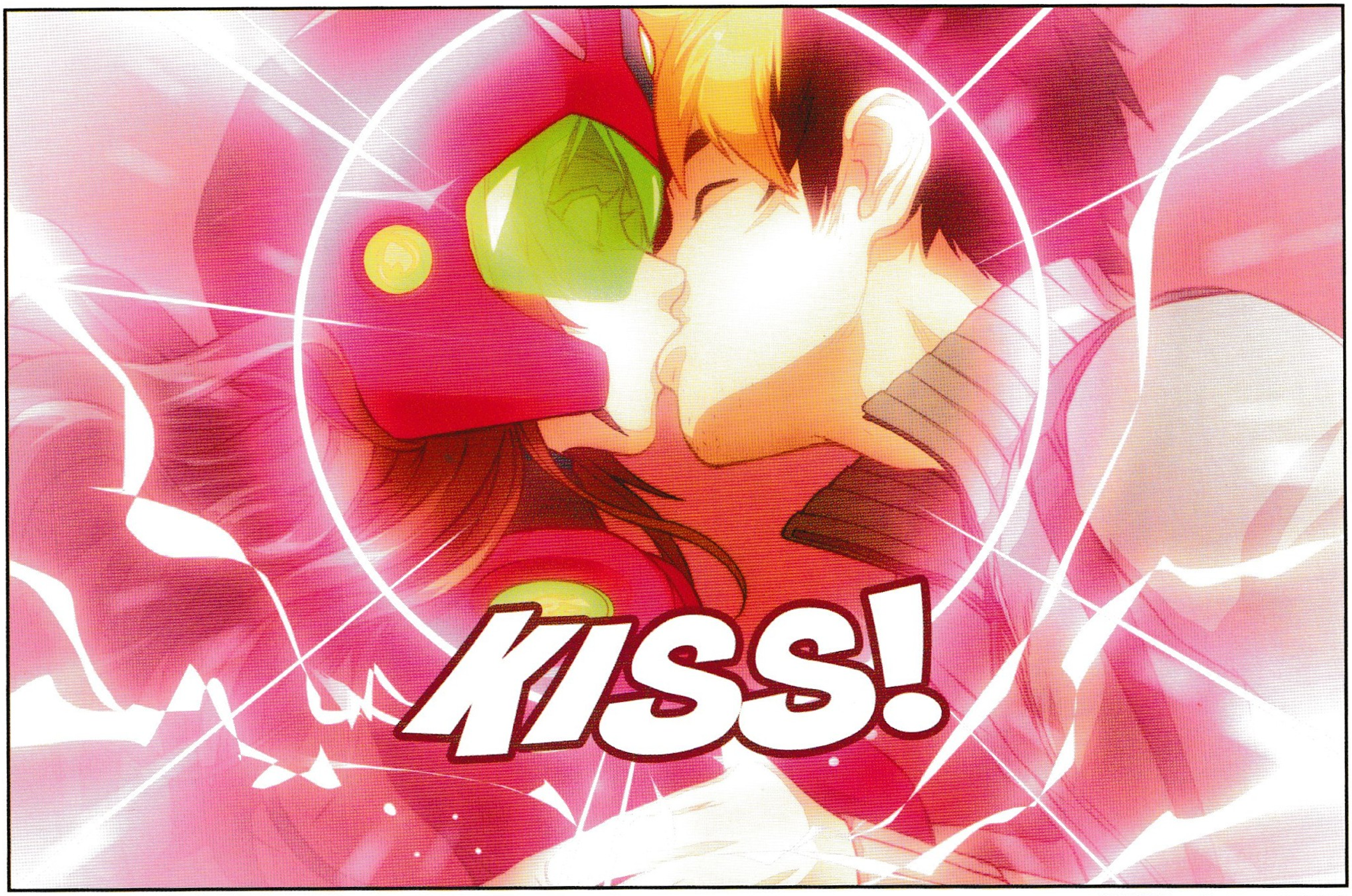


#100: THE KISS

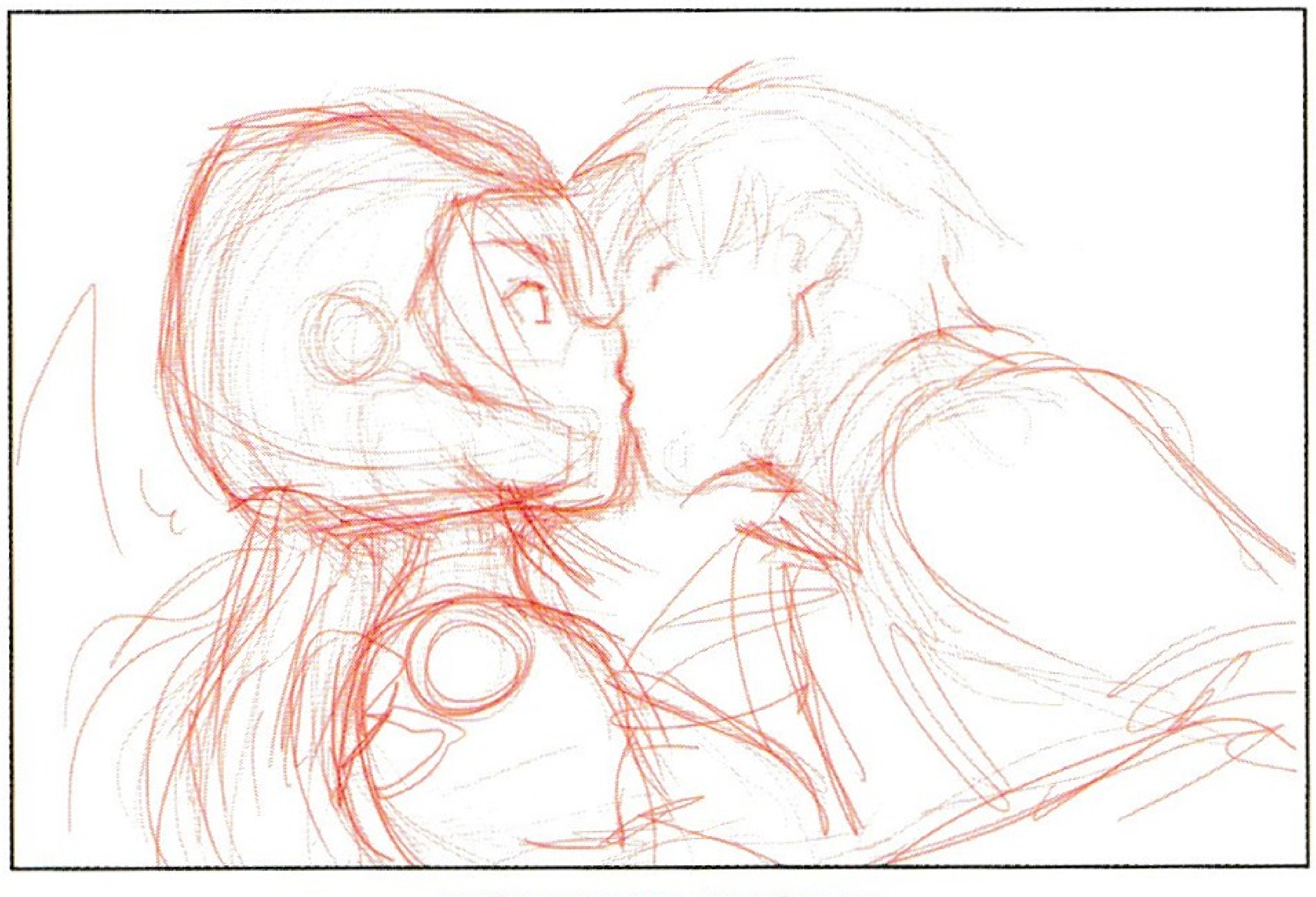
APRIL 26, 2013

COMMENTS

JIM: I wish my kisses exploded with waves of cosmic energy.

OMAR: Aww... All better now!...

ERIK: And the true love kiss can save the world...



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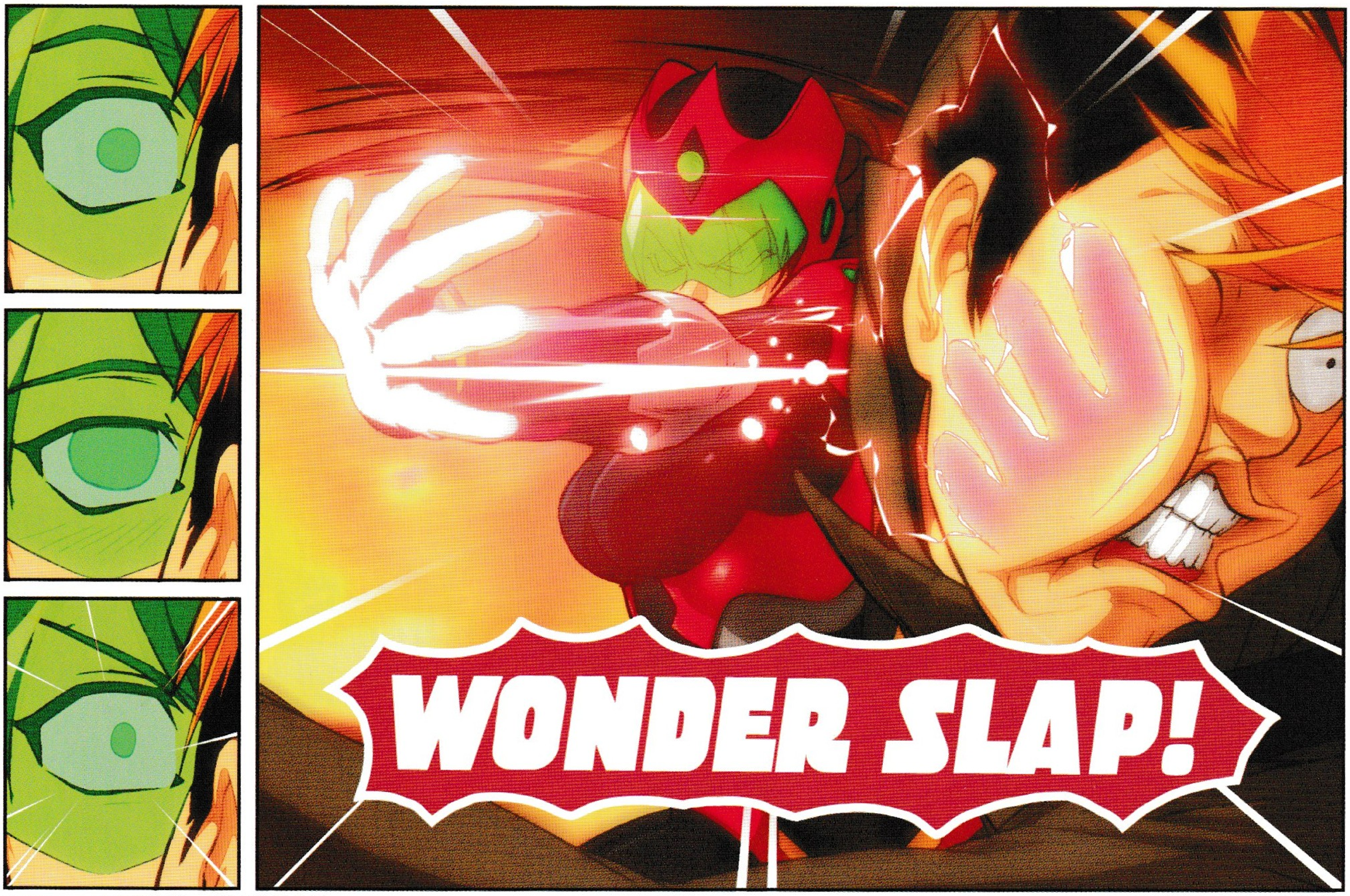

WONDER SLAP!

#101: AFTER SMOOCH

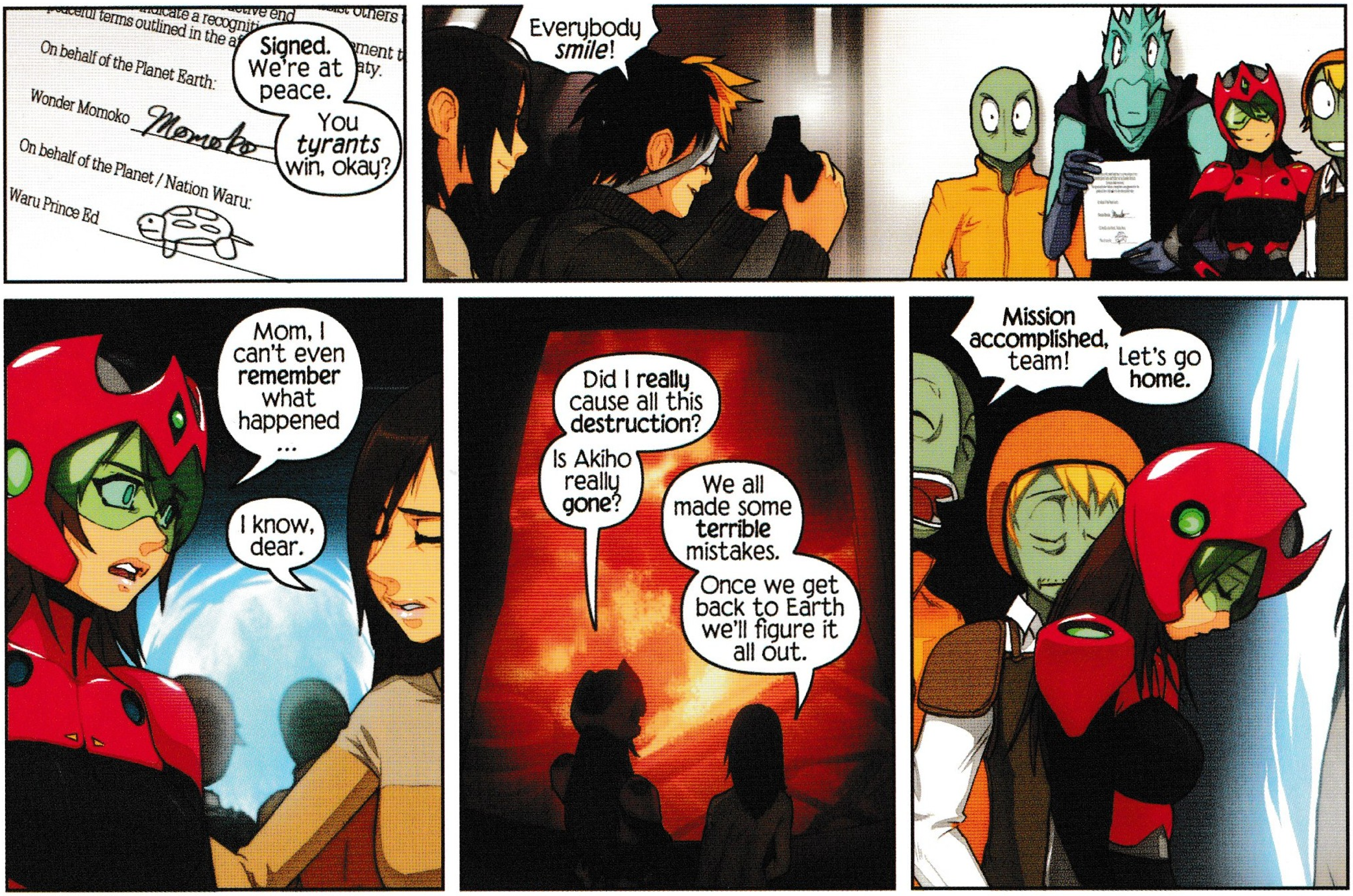
MAY 01, 2013

COMMENTS

JIM: Truly one of our finest moments.

OMAR: Yes! That's more like it! I tried to make this slap as violent a rejection as possible. After this point, I started to accept him more.

ERIK: And the *Ranma* moment! This is a jolly, happy comic after all! Omar nailed those three panels of Momoko's eye expressions. Note that the visor design of this new suit intentionally does NOT cover up the lower half of her face, so that the kissing scene could happen.


On behalf of the Planet Earth:
Wonder Momoko
Momoko
On behalf of the Planet / Nation Waru:
Waru Prince Ed
Signed. We're at peace.
You *tyrants* win, okay?
Everybody *smile*!
Mom, I can't even **remember** what happened ...
I know, dear.
Did I **really** cause all this **destruction**?
Is Akiho really **gone**?
We all made some **terrible** mistakes.
Once we get back to Earth we'll figure it all out.
Mission accomplished, team!
Let's go **home**.

#102: PEACE, OR SOMETHING LIKE THAT

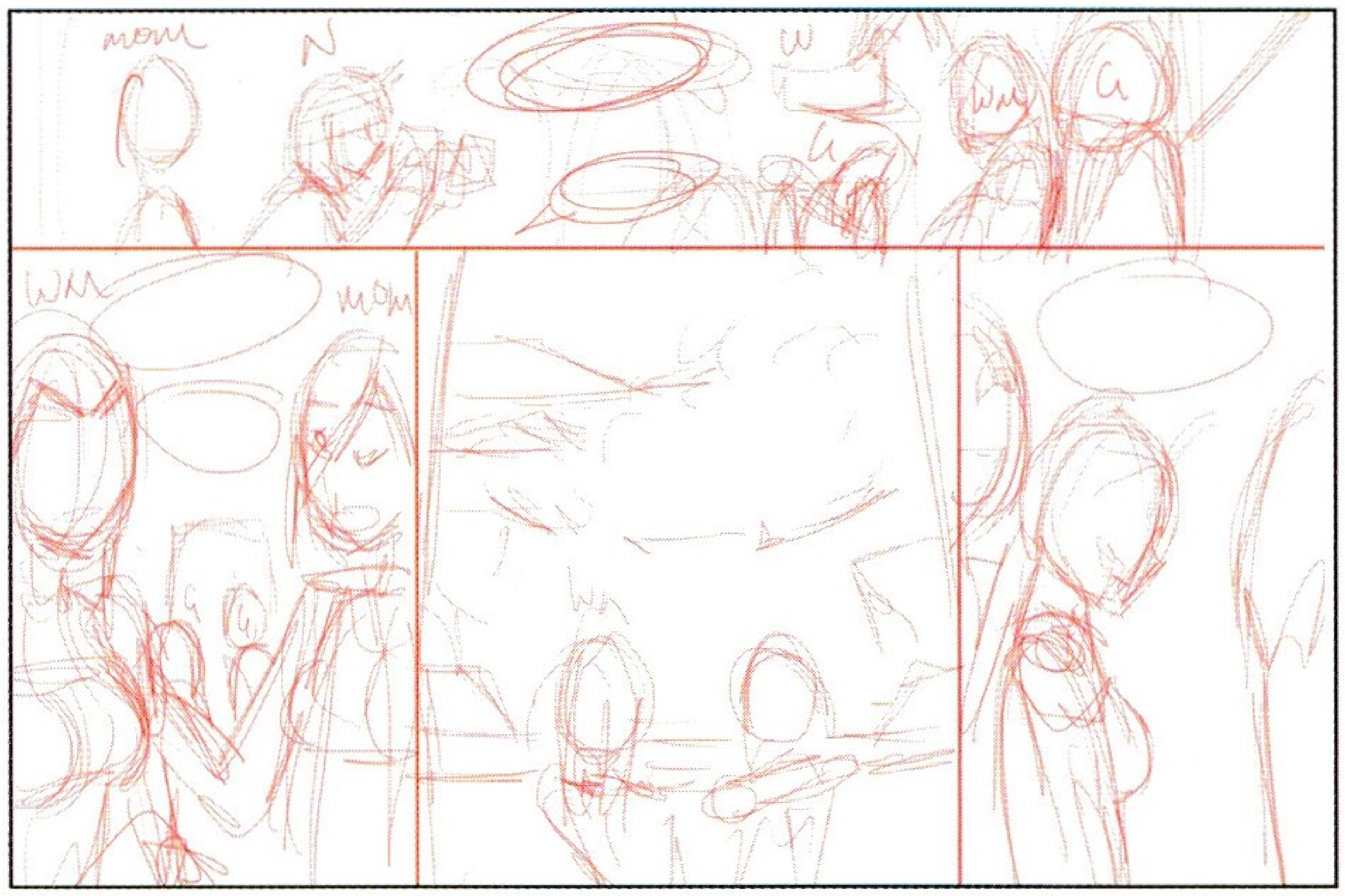
MAY 03, 2013

COMMENTS

JIM: Waru signatures all look like cartoon bubble animals. That's my story and I'm sticking to it.

OMAR: Glieger just does not seem to care one iota about all the carnage in panel four. In panel two, buddy is lucky he only has an eye patch to show for his painful mistake and didn't completely lose his dome altogether.

ERIK: In Cantonese slang, signing a document is also known as "drawing the turtle." That is basically why I wrote in "make the signature like a drawing of a turtle."



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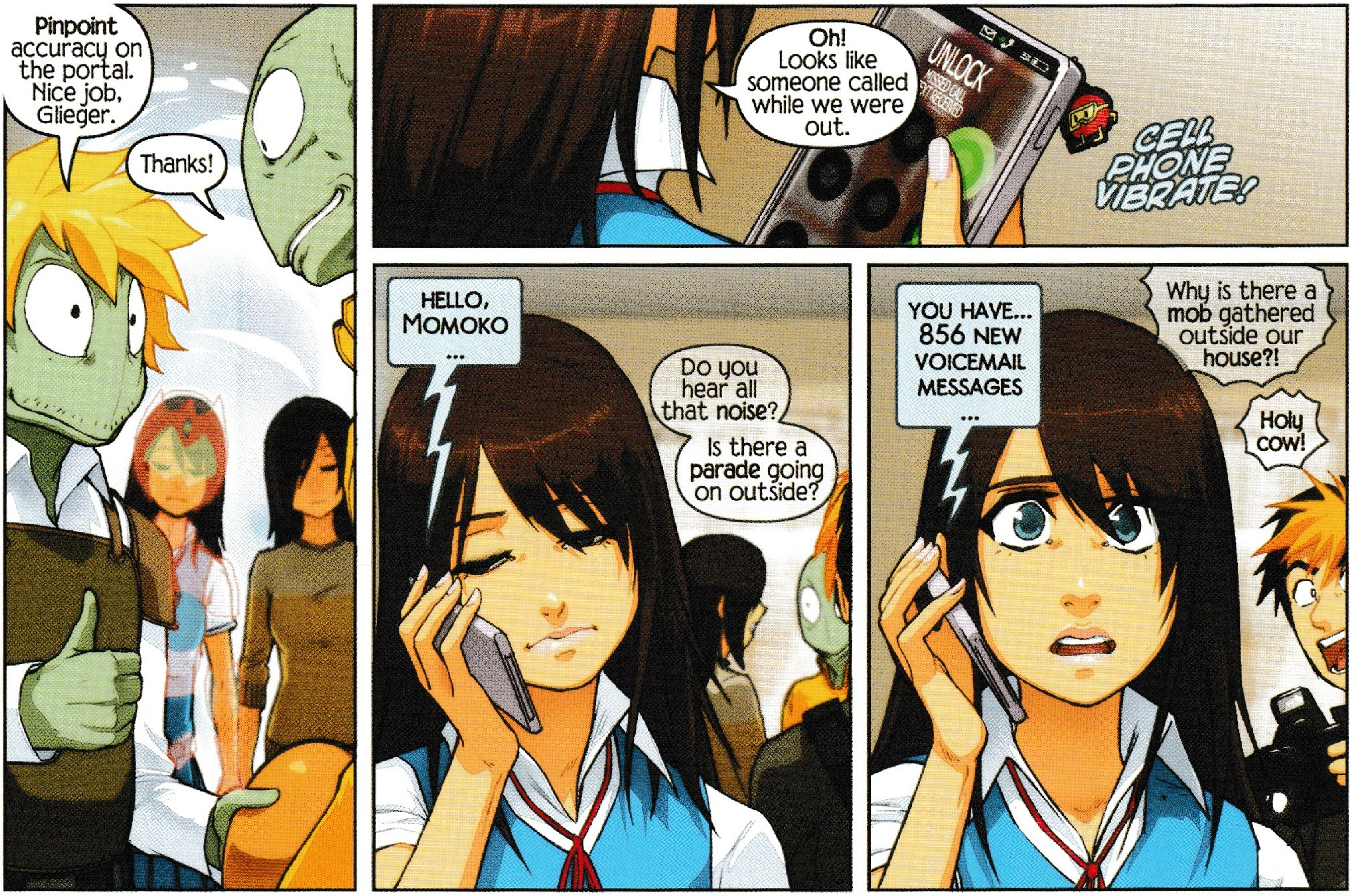

Pinpoint accuracy on the portal. Nice job, Glieger.
Thanks!
Oh! Looks like someone called while we were out.
UNLOCK
MISSED CALL
CELL PHONE VIBRATE!
HELLO, MOMOKO ...
Do you hear all that noise?
Is there a parade going on outside?
YOU HAVE... 856 NEW VOICEMAIL MESSAGES ...
Why is there a mob gathered outside our house?!
Holy cow!

#103: HOME BASE

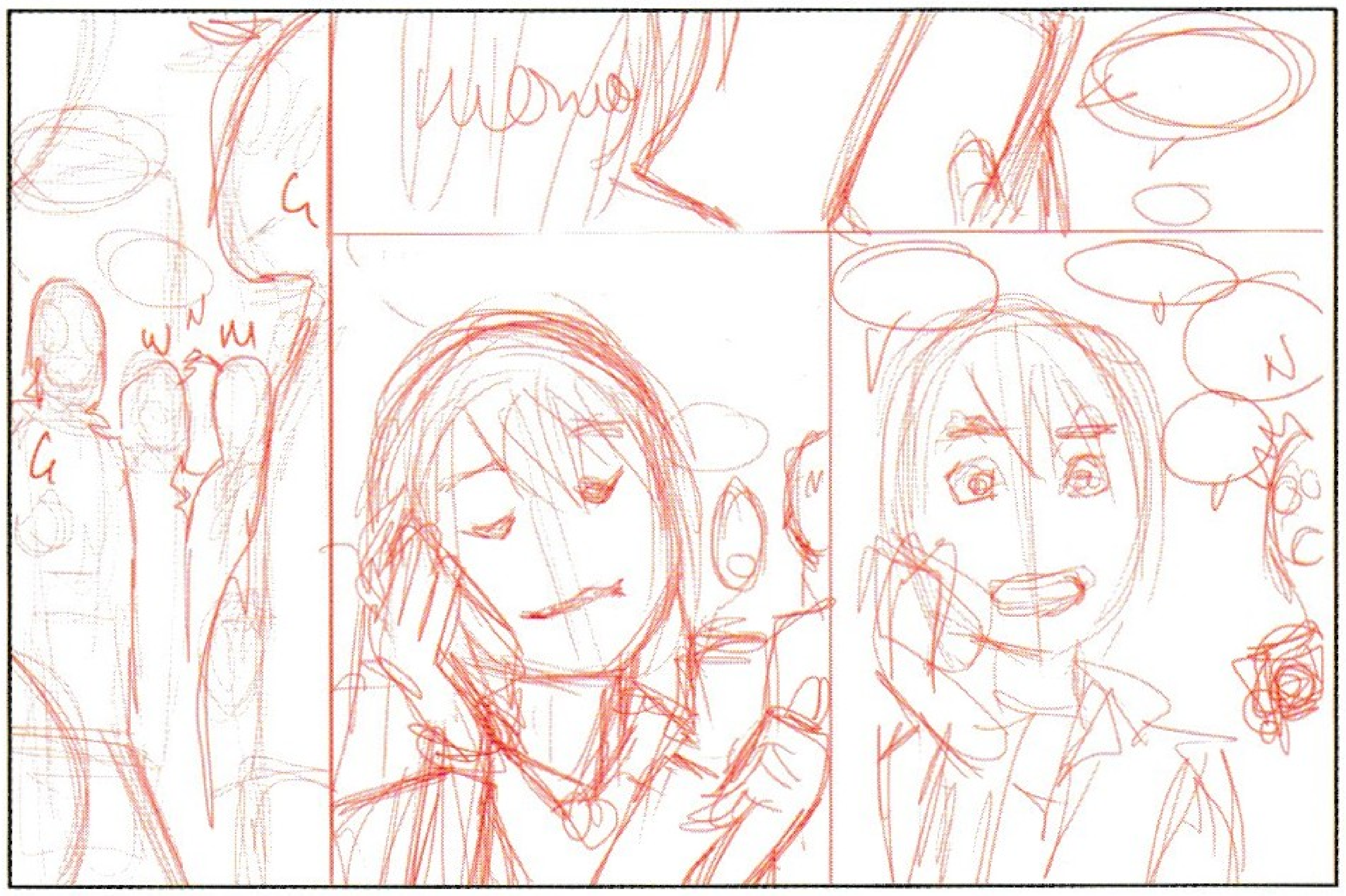
MAY 08, 2013

COMMENTS

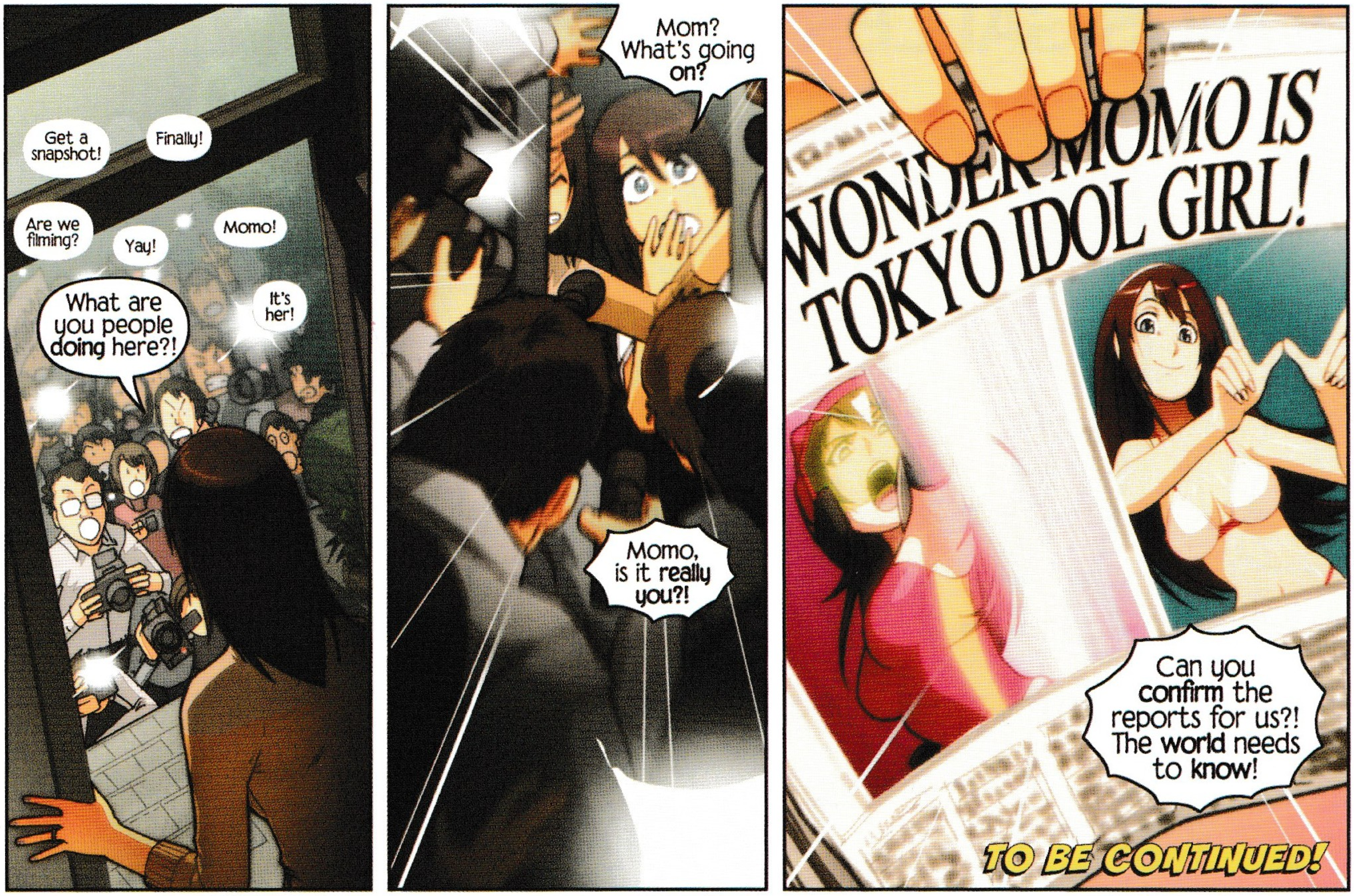
JIM: Apparently Momoko has an unlimited voicemail plan. Also, she has a *Dig Dug* charm on her phone.

OMAR: I love the panels of Momoko on the phone listening to her messages.

ERIK: Obviously she does not subscribe to the space voice and data roaming plan, or else she would not have missed all those messages. How long would it take to listen to 856 messages? Imagine having to hit "7" that many times to delete them all...



ROUGH LAYOUT


Get a snapshot!
Finally!
Are we filming?
Yay!
Momo!
What are you people doing here?!
It's her!
Mom? What's going on?
Momo, is it really you?!
WONDER MOMO IS TOKYO IDOL GIRL!
Can you confirm the reports for us?! The world needs to know!
TO BE CONTINUED!

#104: WHILE YOU WERE AWAY

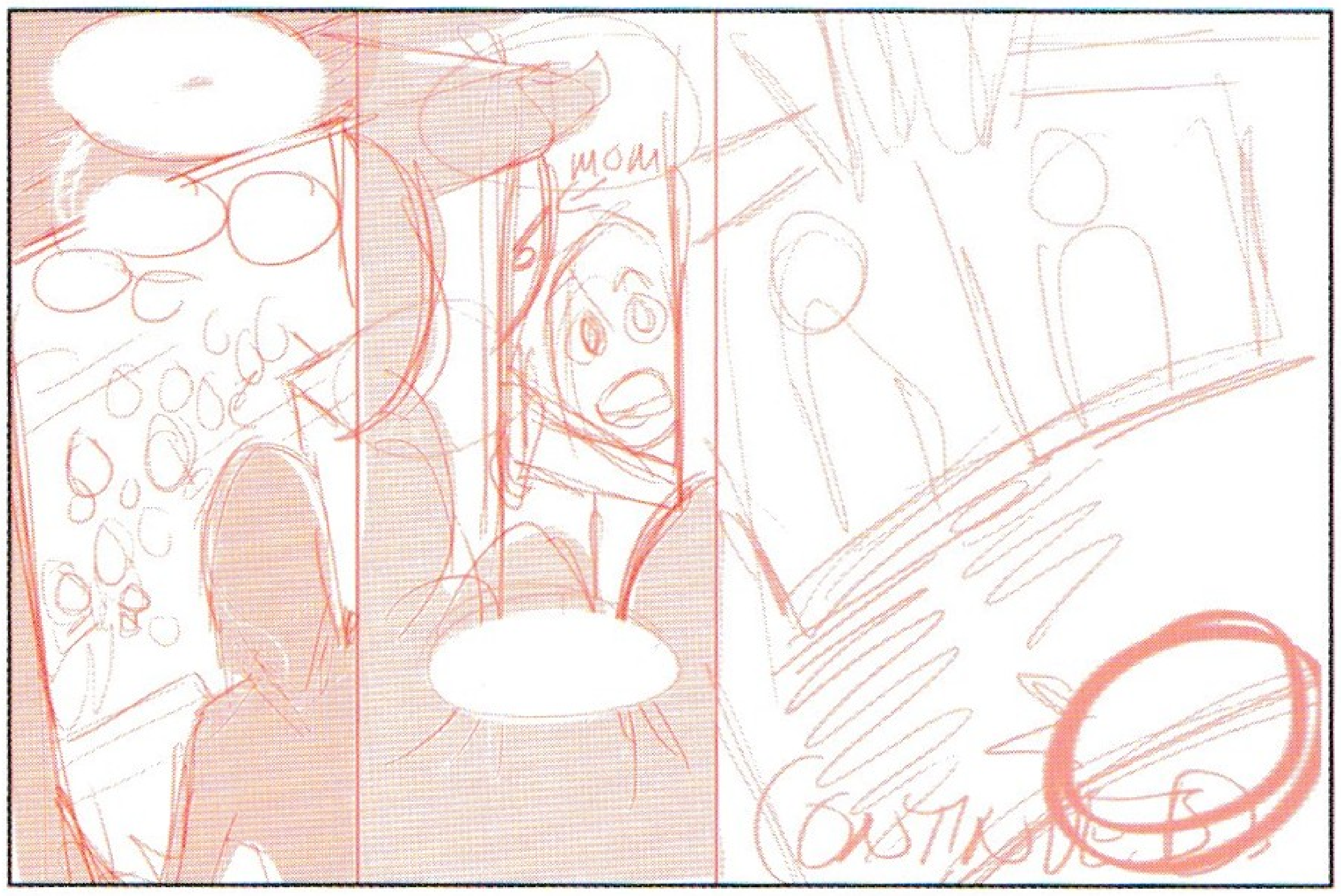
MAY 10, 2013

COMMENTS

JIM: And there we go - a lovely homecoming for our heroes and lots of craziness yet to come. I hope you enjoyed this first volume of *Wonder Momo* and are looking forward to what happens next!

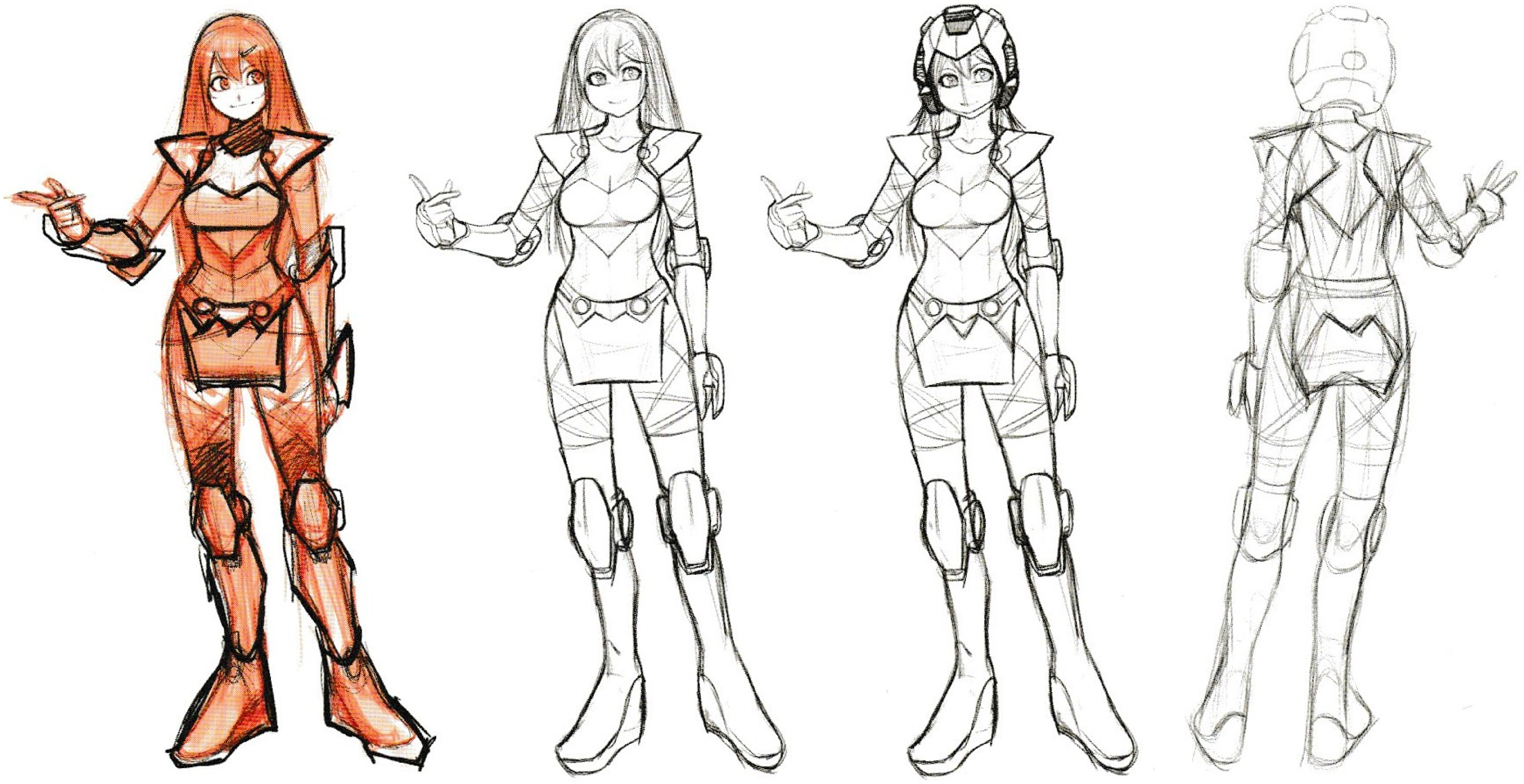
OMAR: After 100 pages of a project, you start getting really used to it. Even after all my years of work, I've still learned a lot working on *Momo*. Just compare the first pages to the later ones and you'll see what I mean. Stay tuned!

ERIK: So this is our ending for this first volume, which is actually the end of Season 4 of our story, leaving you with a cliffhanger, a game changer, and the biggest question – is Aki really gone? You can wait for Volume 2 to find out, or go to www.shiftylook.com and read the latest *Wonder Momo* strips to find out now!

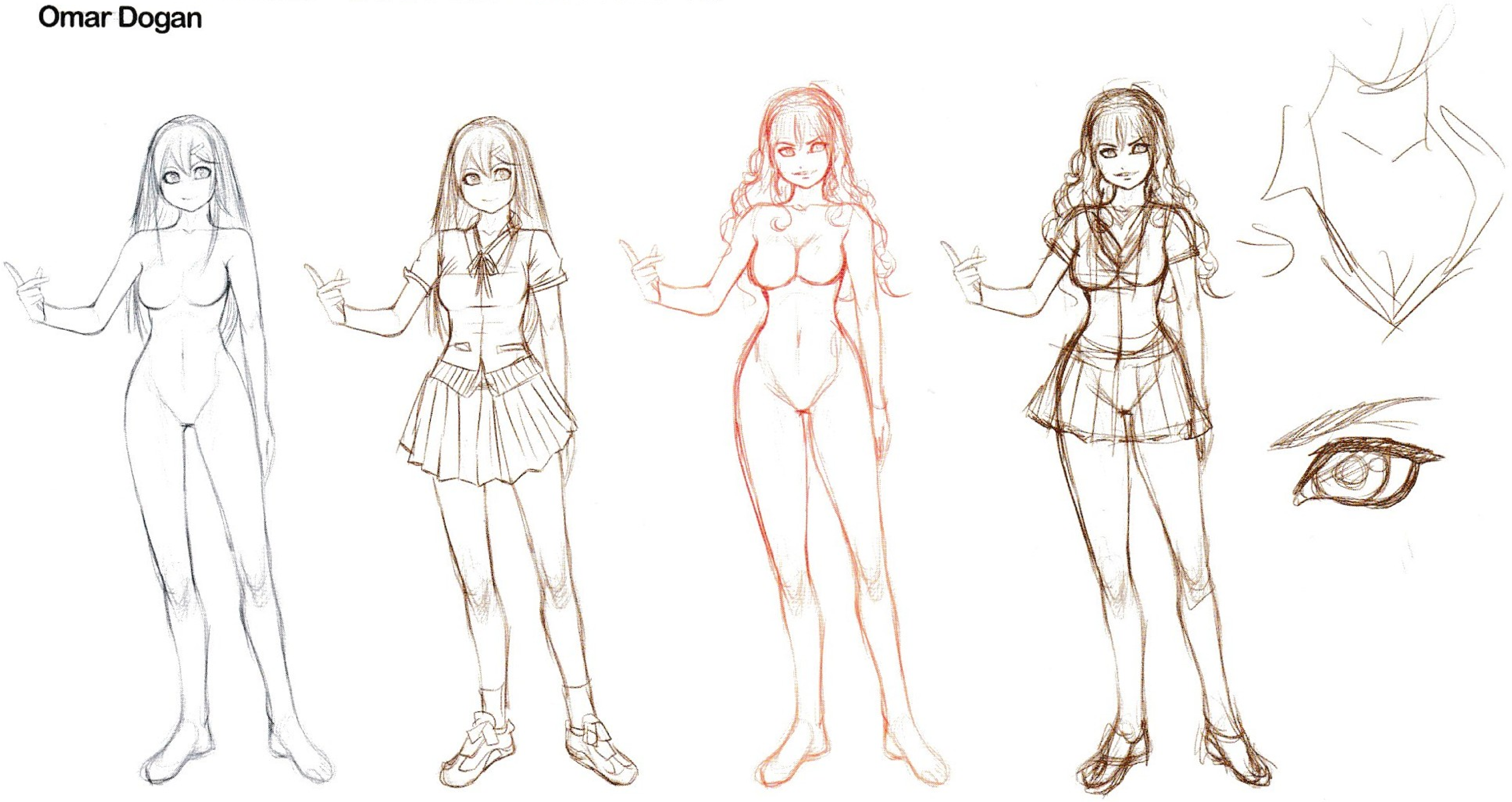


ROUGH LAYOUT

BONUS GALLERY



WONDER MOMO - COSTUME CONCEPTS
Omar Dogan



MOMOKO & AKI - COSTUME CONCEPTS
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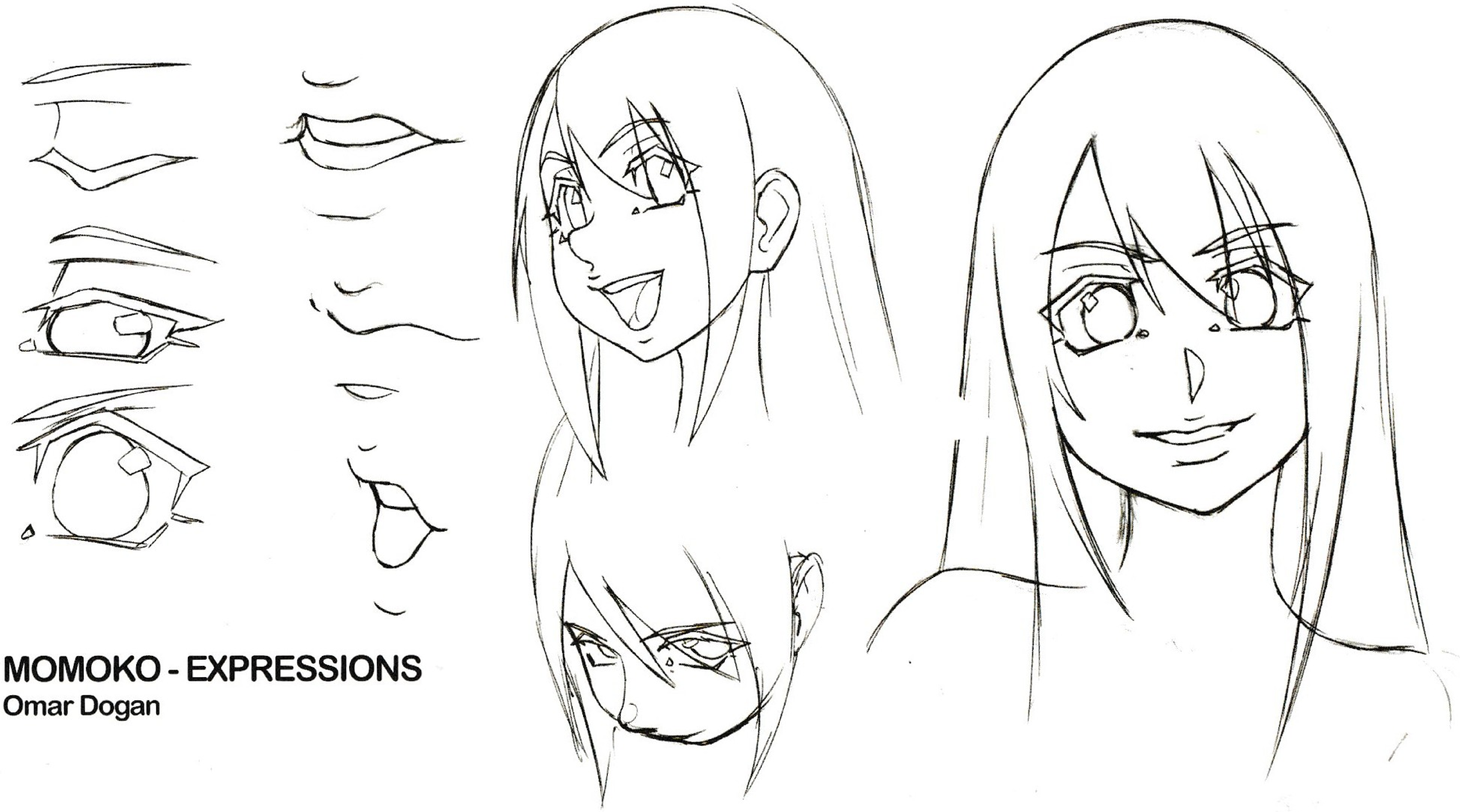
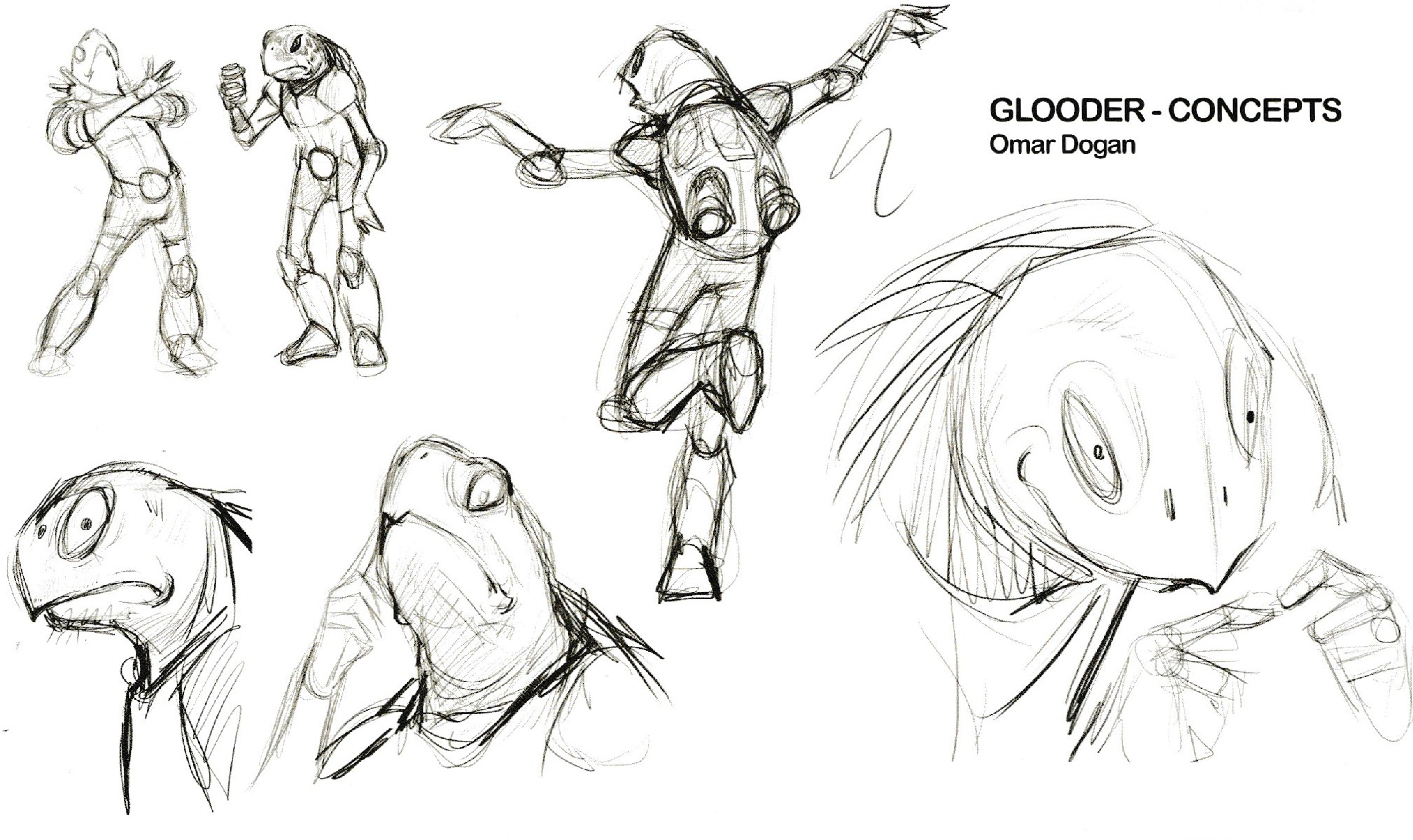
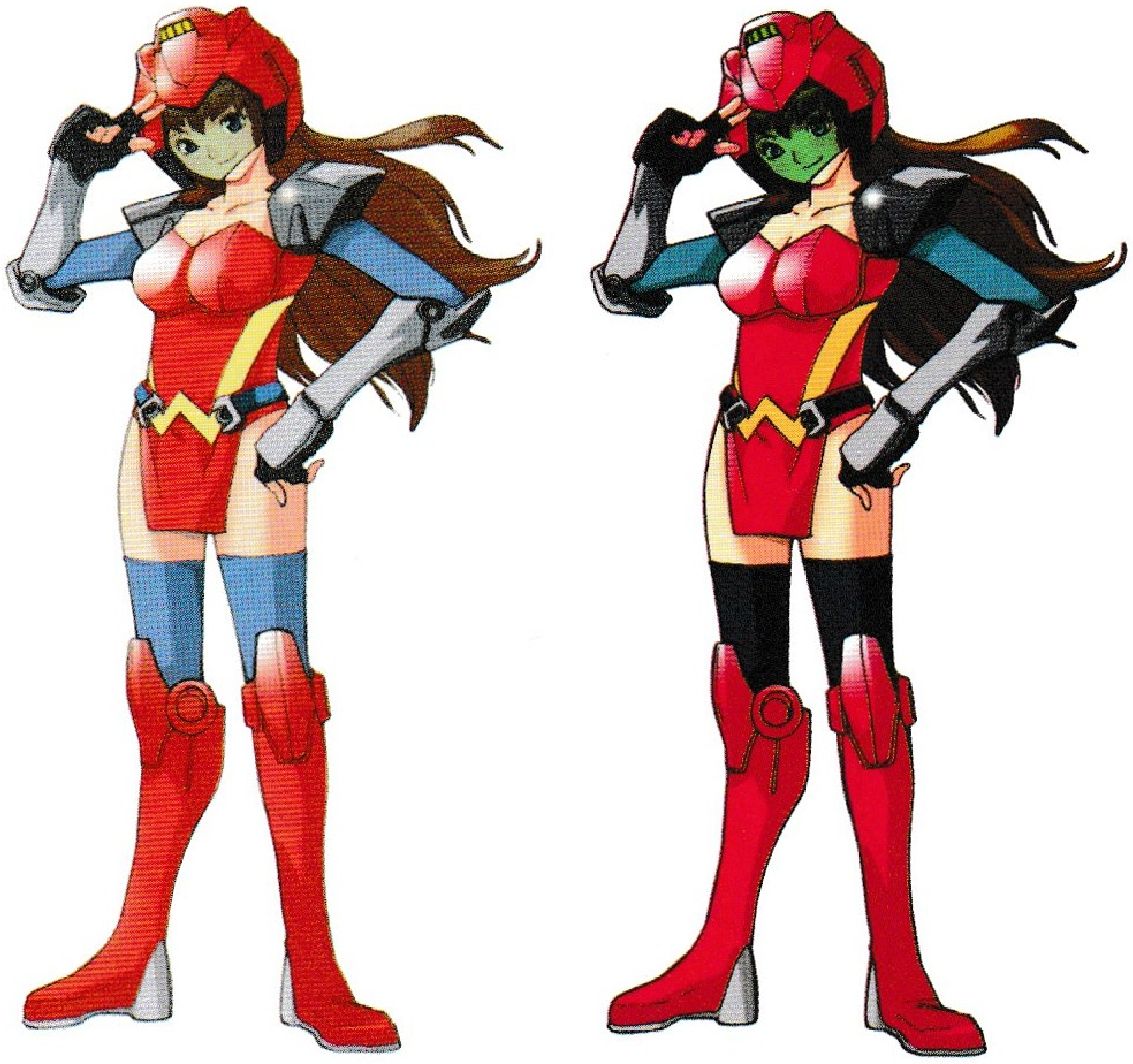


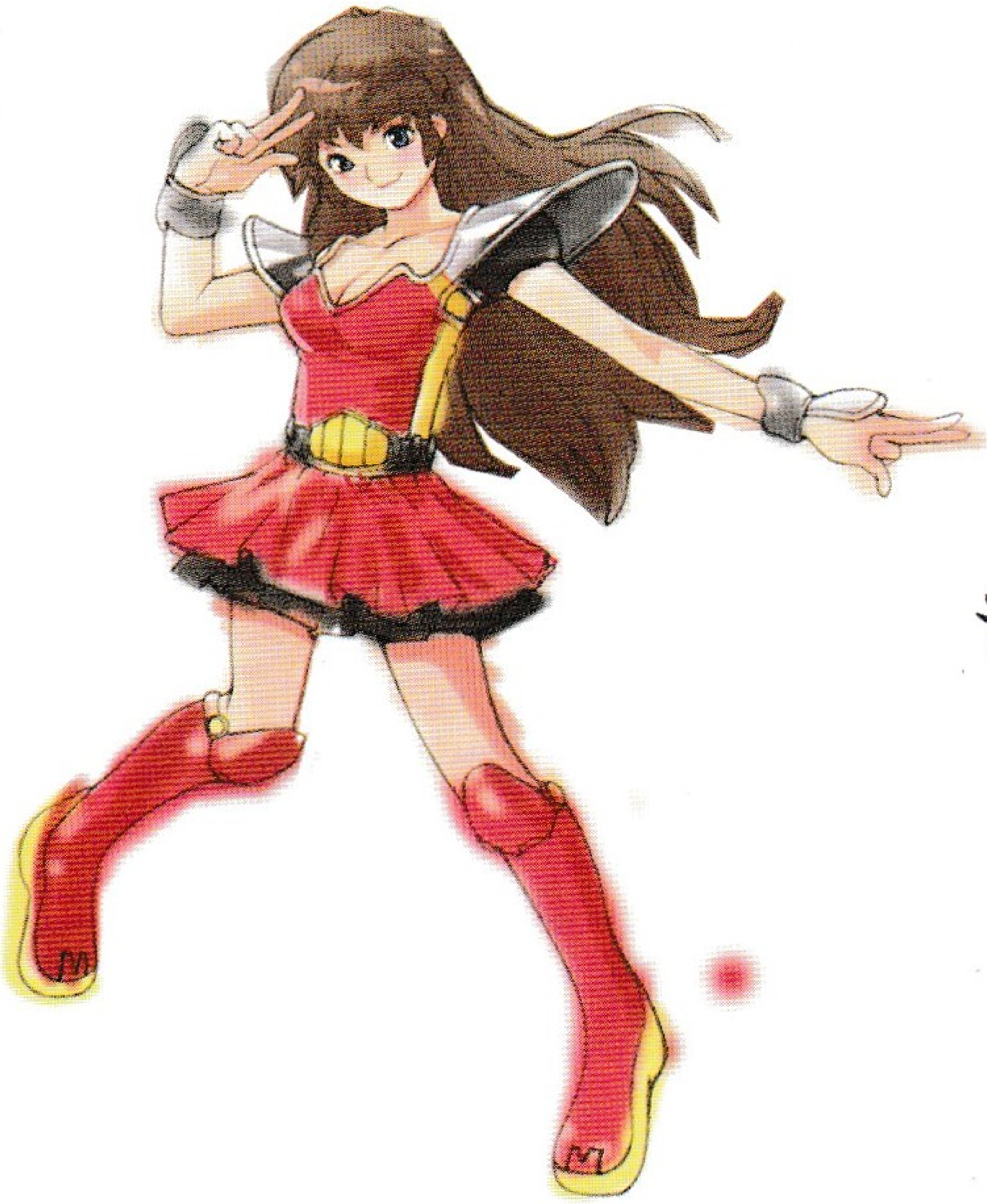
MOMOKO - EXPRESSIONS
Omar Dogan



GLOODER - CONCEPTS
Omar Dogan



UNUSED CONCEPTS
Shun Hong Chan



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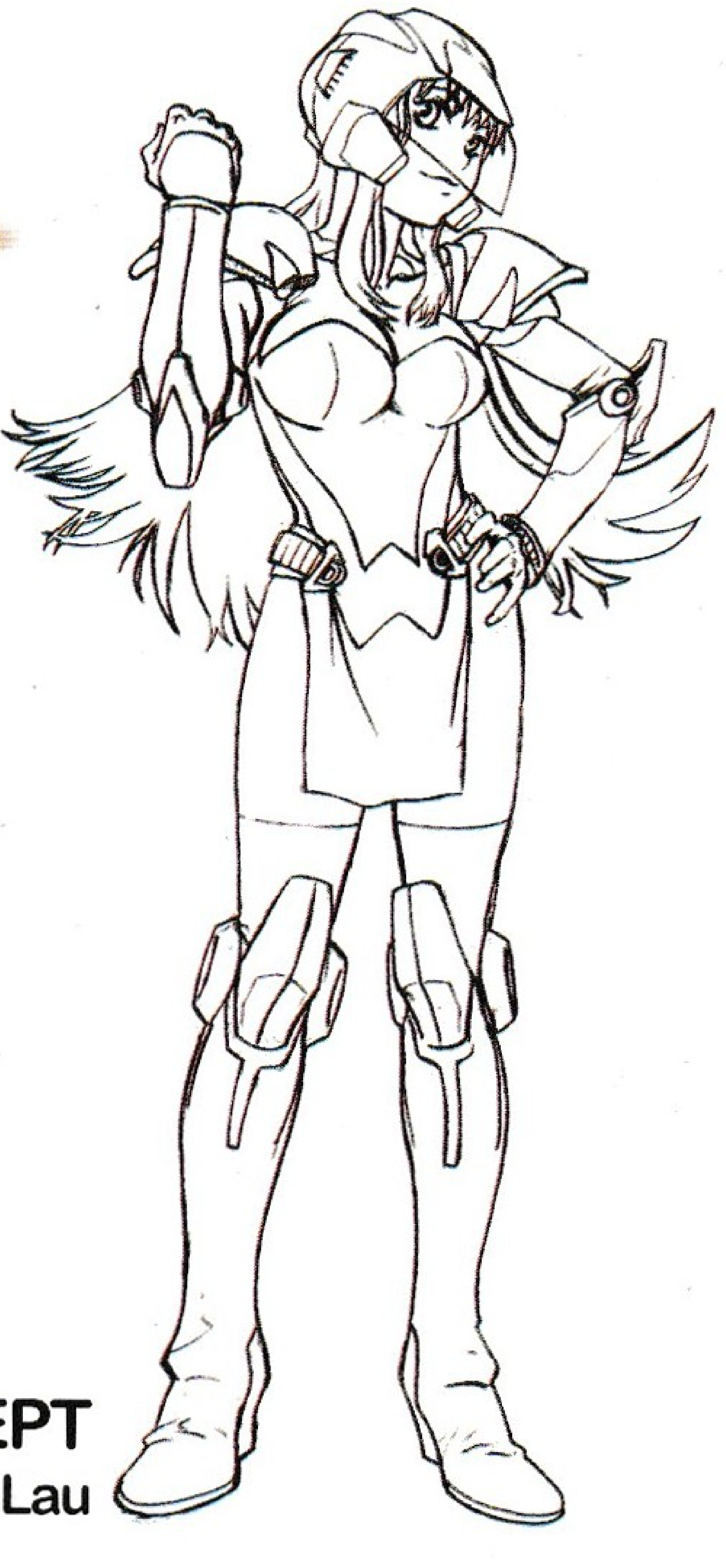
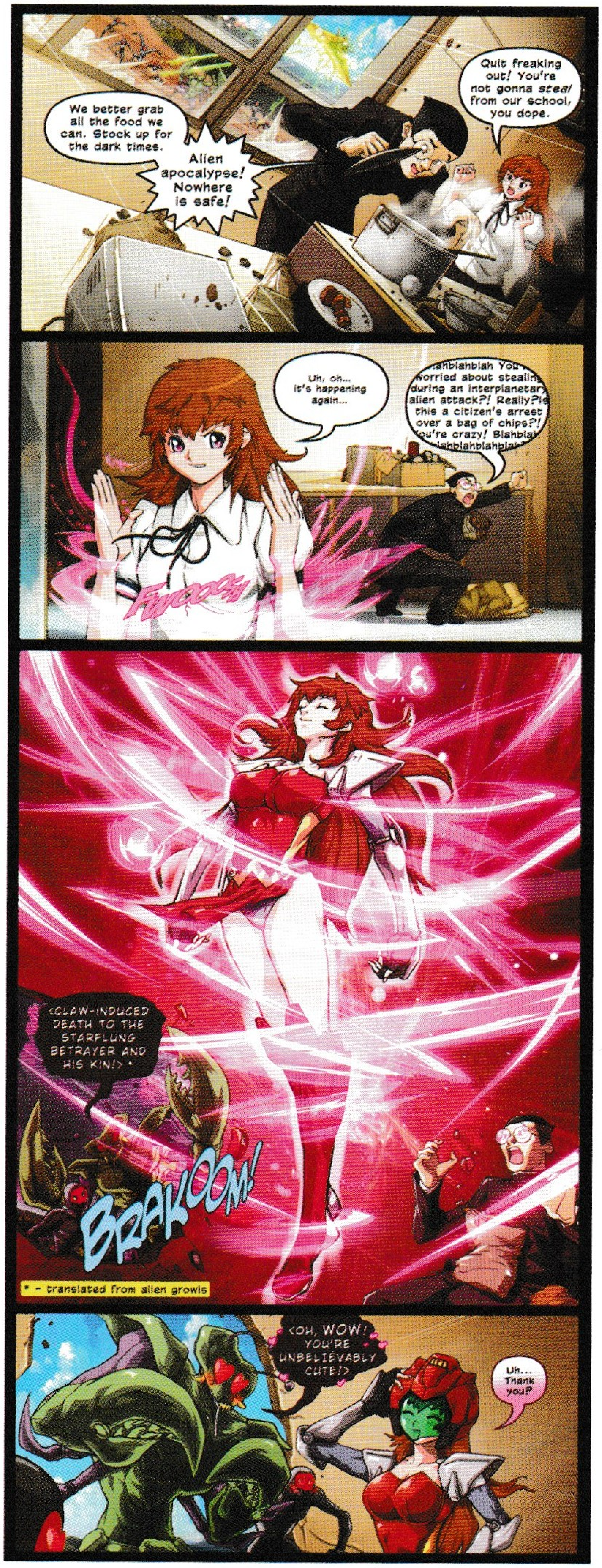


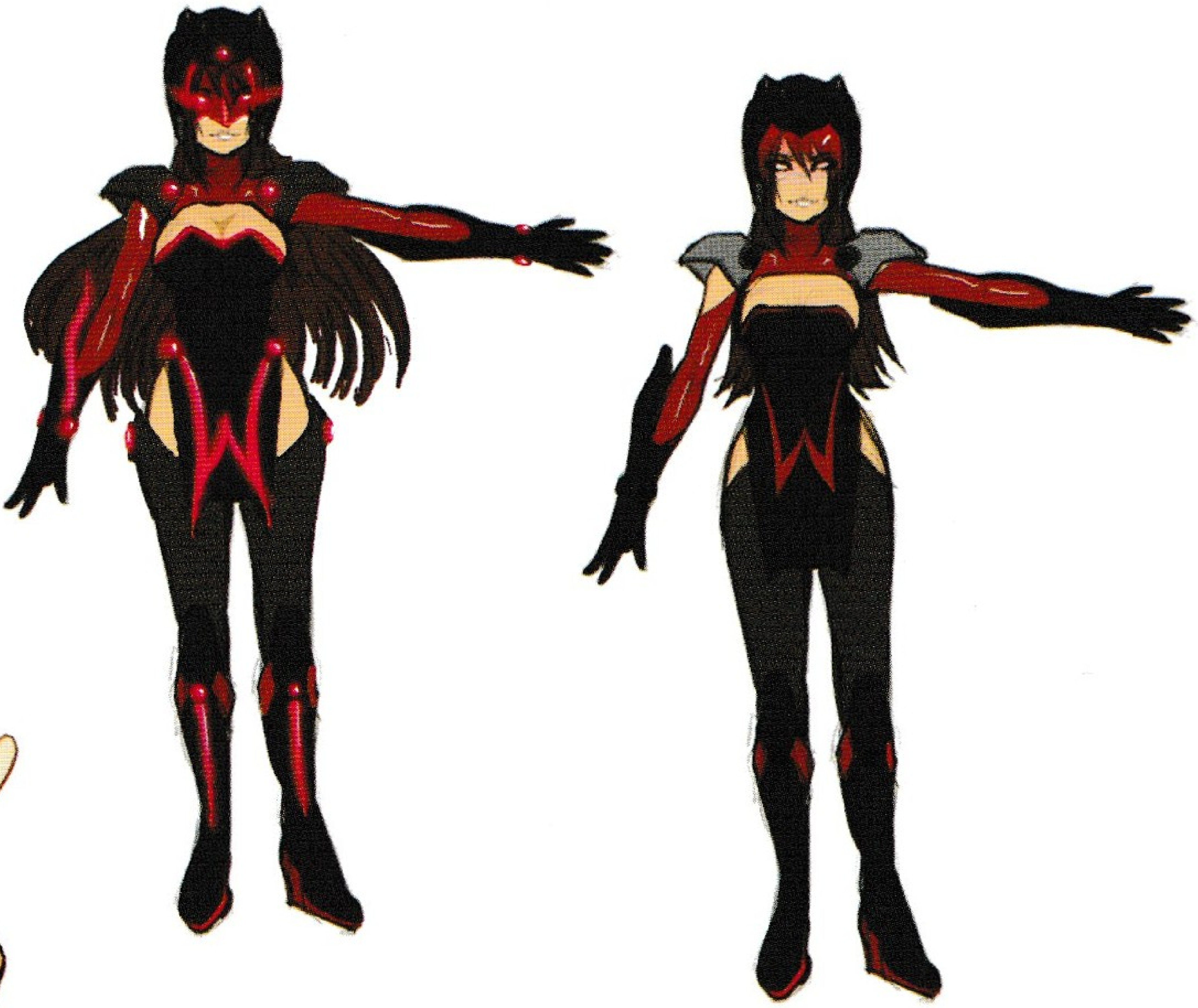
UNUSED CONCEPT
Kevin Lau


We better grab all the food we can. Stock up for the dark times.
Alien apocalypse! Nowhere is safe!
Quit freaking out! You're not gonna *steal* from our school, you dope.
Uh, oh... it's happening again...
ahblahblah You worried about stealing during an interplanetary alien attack?! Really?Is this a citizen's arrest over a bag of chips?! ou're crazy! Blahblah ahblahblahblah
FWOOOSH
<CLAW-INDUCED DEATH TO THE STARFLUNG BETRAYER AND HIS KIN!> *
BRAKOOM!
* - translated from alien growls
<OH, WOW! YOU'RE UNBELIEVABLY CUTE!>
Uh... Thank you?

UNUSED SAMPLE COMIC
Shun Hong Chan

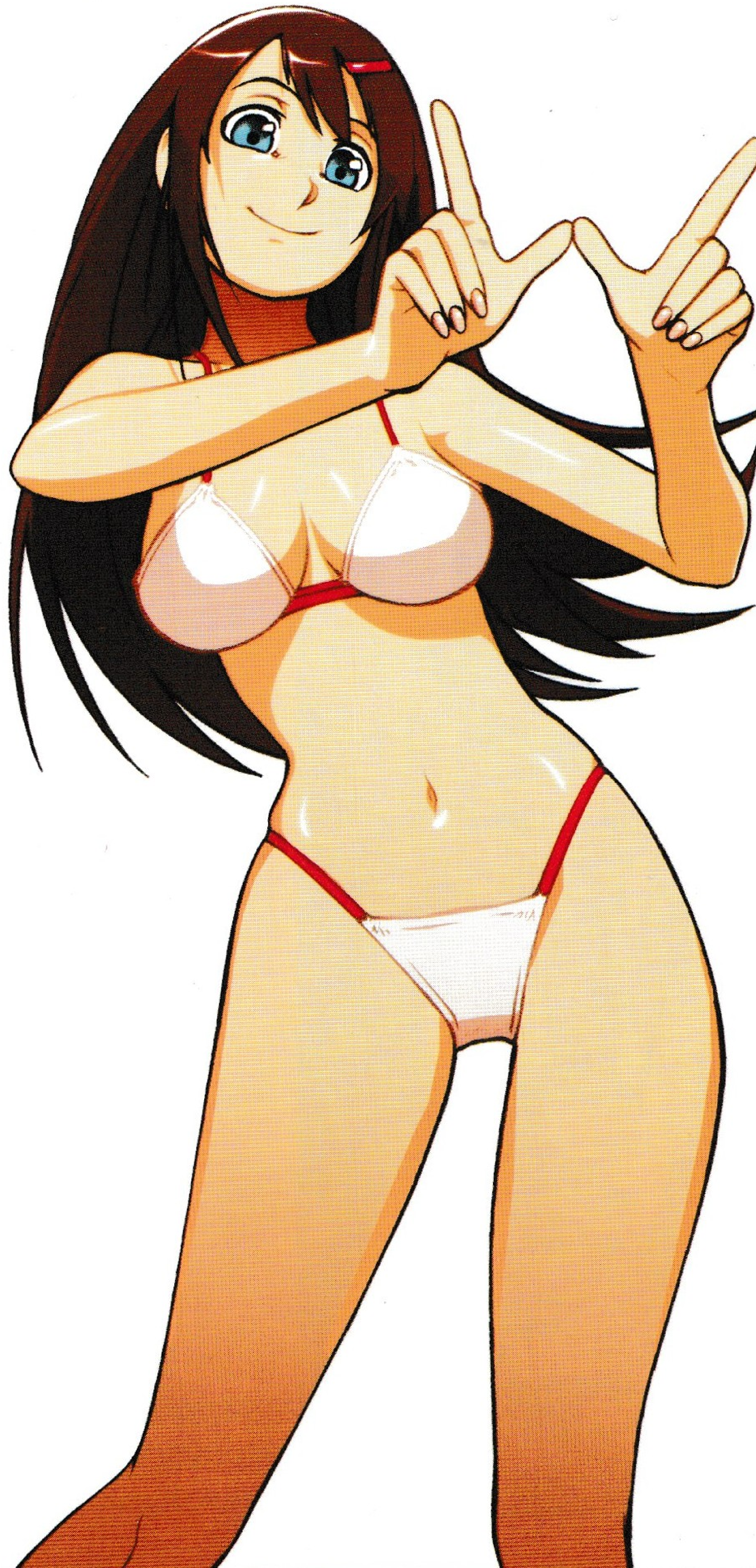
NEO MOMO COSTUME CONCEPT

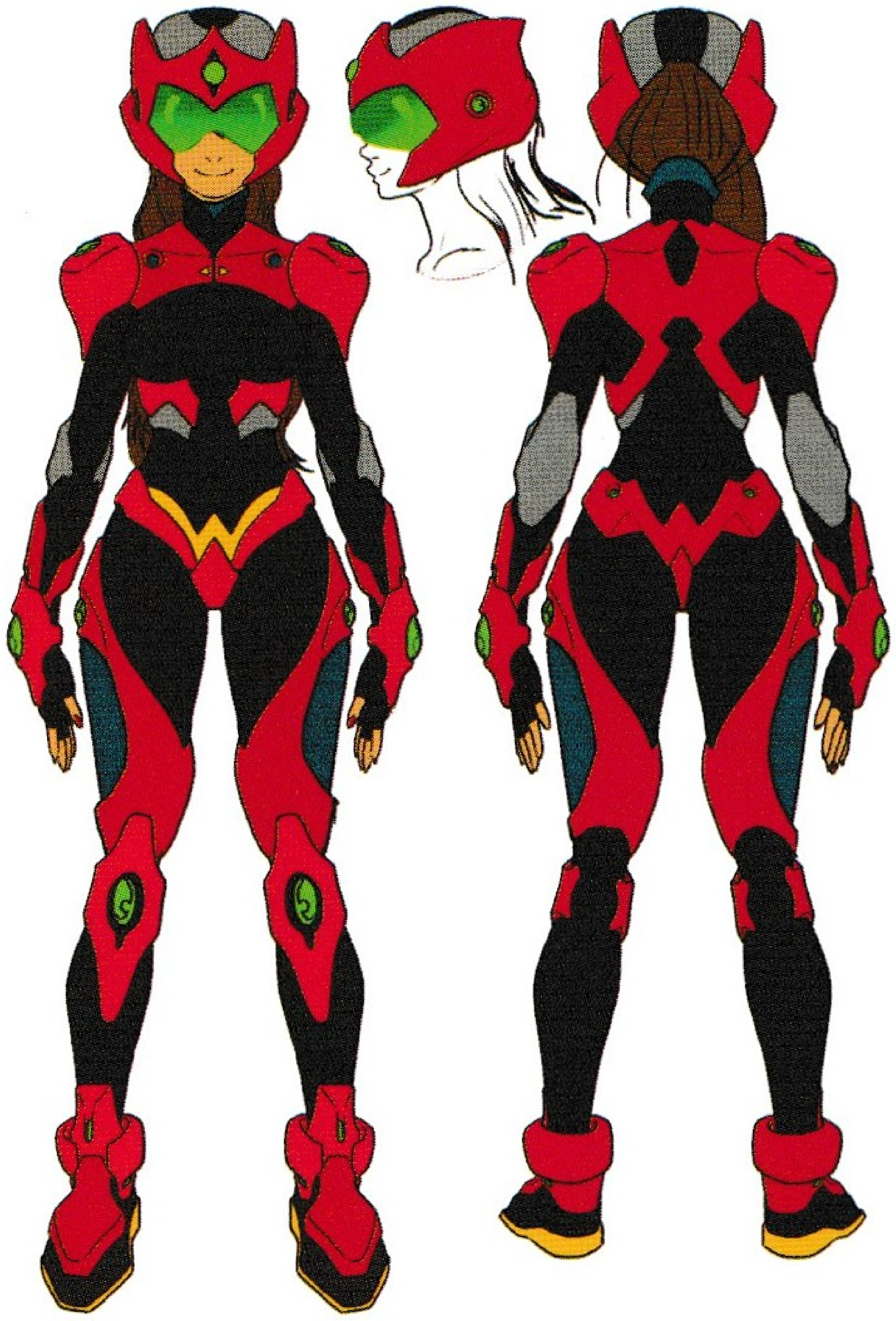
Erik Ko



T-SHIRT ARTWORK

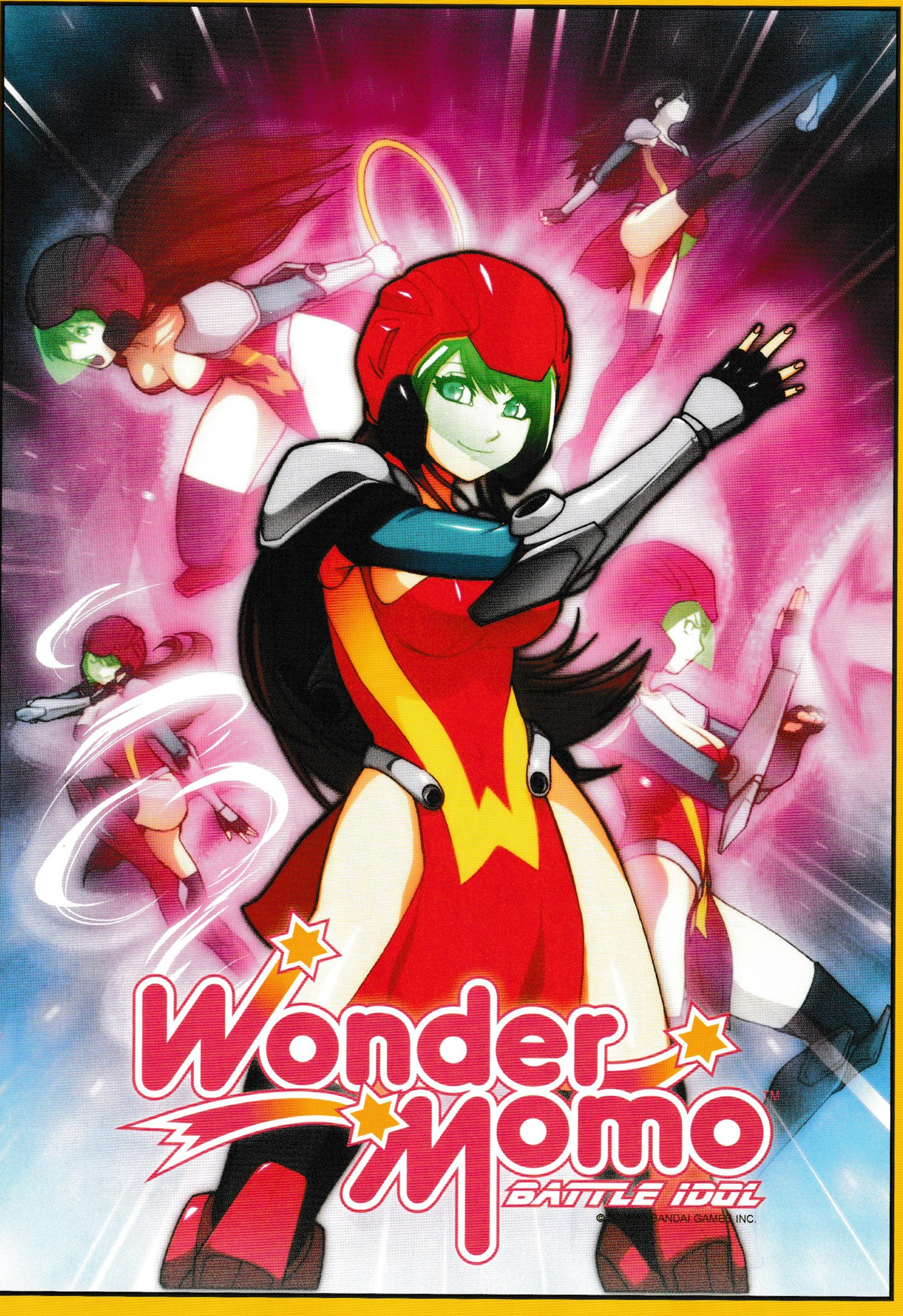
Omar Dogan





INTERIM COSTUME CONCEPT

Erik Ko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BATTLE IDOL
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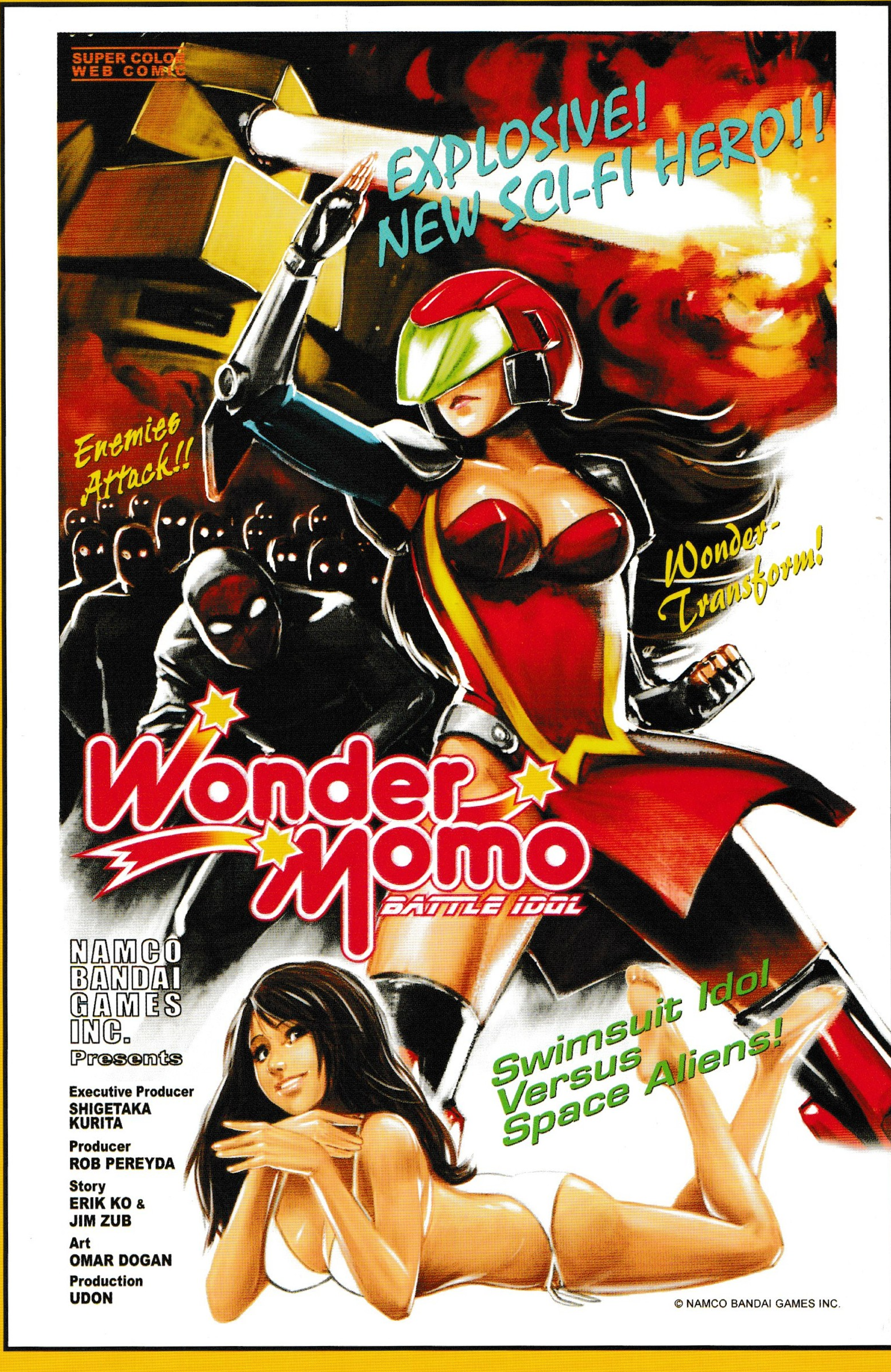
PROMOTIONAL
ARTWORK
Omar Dogan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Enemies Attack!!
Wonder-Transform!
Wonder Momo
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Art OMAR DOGAN
Production UDON
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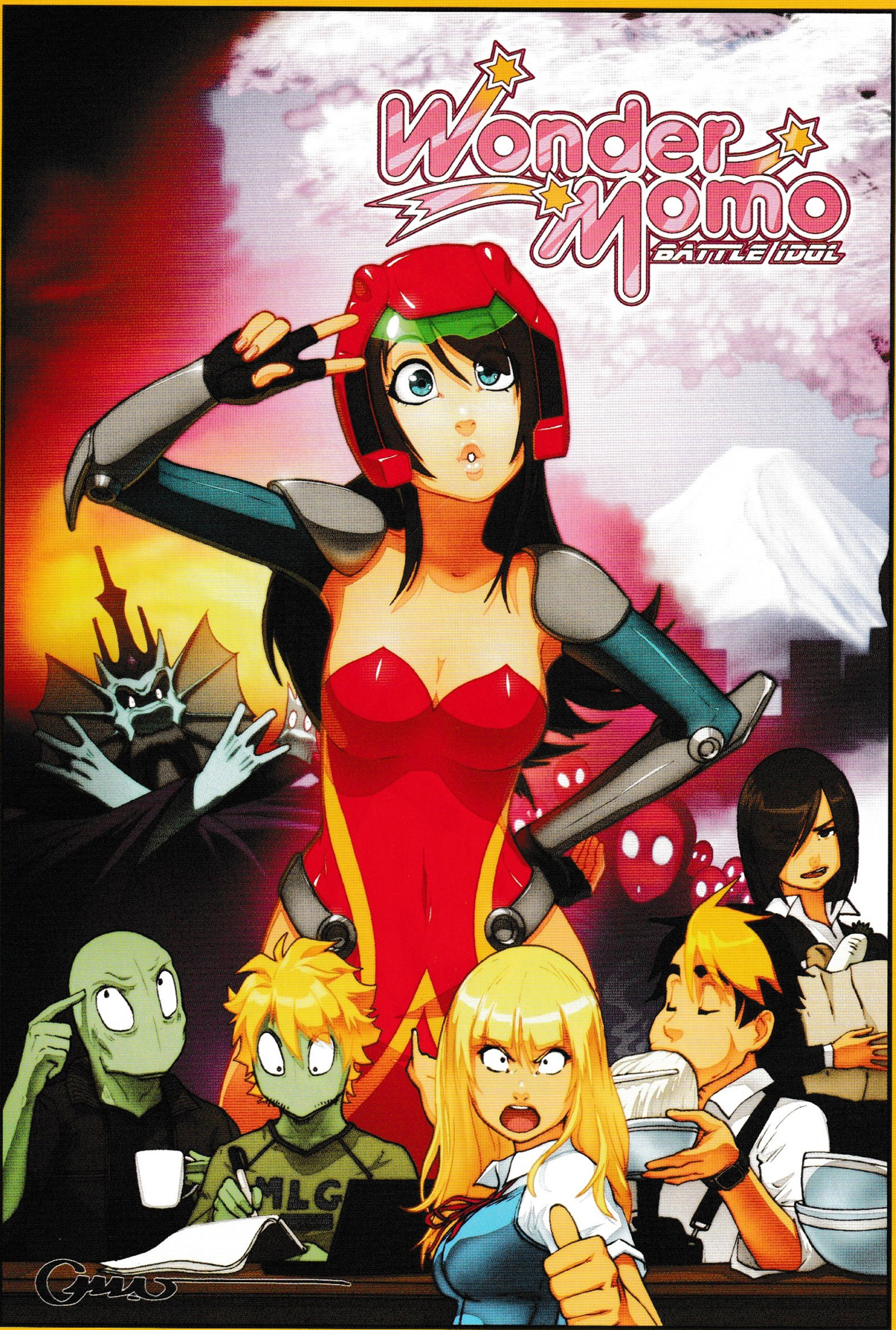
MOVIE STYLE PROMOTIONAL ARTWORK
Omar Dogan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PIN-UP IMAGE
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WAIT, LONG-RANGE SENSORS ARE PICKING UP - A GIANT SPIDER SHIP? IT'S GIGANTIC, DUDE.
THIS BETTER BE REAL AND NOT AN EXCUSE TO GET OUT OF HEARING ME COMPLAIN ABOUT YOU EATING THE BEST PARTS OF THE TRAIL MIX BECAUSE THAT IS HAPPENING DUDE. THAT IS GONNA HAPPEN AS SOON AS I --
I GOT SOME SNACKS IN MY POCKETS. BUT IT'S LIKE, TRAIL MIX. AND I ALREADY ATE ALL THE GOOD PARTS.
PENELOPE!!!
GALAGA
KATAMARI
That could have gone better. What do we do now?!
Oh ho ho! Having some trouble, Prince?
Me? I think we're all in equal amounts of trouble here, unless you've got some brilliant way out of this mess.
As a matter of fact, I do! I've concocted the perfect technique for getting these robo-dogs off our backs.
Since it looks like you aren't up to the task, I guess I've got to save the day.
SUPER PATENTED ACE EVASION TECHNIQUE: ACTIVATE!
WONDER MOMO
KLONOA
BRAVOMAN
?OO?
ANYONE HOME? I'VE GOT SOME PWNAGE ADDRESSED TO A... MISTER ZOUNA?
SERIOUSLY THOUGH, DOES SHE EVER STO-
IT'S OKAY, WE ALL KNOW YOU'RE SCARED! JUST COME OUT ALREADY AND I PROMISE YOUR WHOOPING WON'T TAKE LONG AT ALL!
UH... VALK...?
HEH HEH, I'M TOTALLY
-RAAH!
WHAT HAPPENED TO YOUR FACE?! YOU LOOK SO...KAWAII!
YEAH, I KNOW. EVERYTHING DOES! IT'S CREEPING ME OUT!
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(Writing Team)

OMAR DOGAN
(Artwork)

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First Printing: April 2014
ISBN-13: 978-1-927925-05-8
ISBN-10 : 1-927925-05-3

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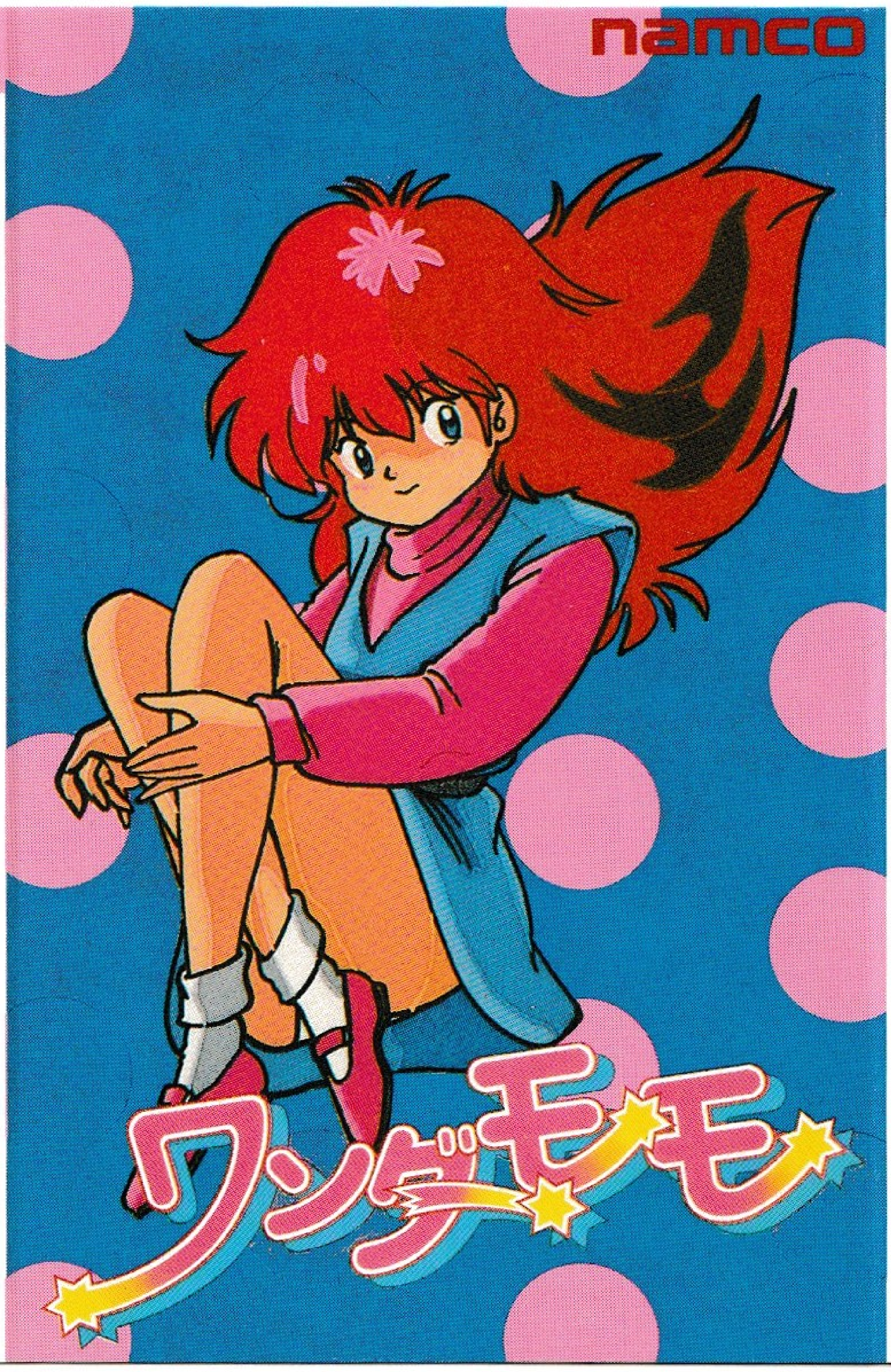

COUNT **B**

COUNT **A**

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